BIG LEAGUE CHECKERS

by William F. Ryan



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by

William F. Ryan

America's Greatest Analyst and Professional Checker Player

Reviewed and Edited

by

LEONARD L. HALL

Los Angeles, Calif.

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by

L. L. Hall, Los Angeles, Calif.

and

Clayton O. Beebe, Peoria, Ill.

Dedicated to the Memory

of

William Francis Ryan

Printed and bound in the U. S. A

Blaydes Record Printing Co.

Peoria, Ill.

FOREWORD TO PART ONE

The Ryan-Cameron match games in this part was the original manuscript of Big League Checkers which was to be published by Ryan with Karl D. Albrecht as his assistant editor as indicated in the short biographical sketch of the latter which follows. His own short auto-biography following was also a part of his scheduled work on the Ryan-Cameron match. Ryan passed away on February 15, 1954, only ten days before his match with Walter Hellman was to take place. Clayton O. Beebe who promoted the "Battle of the Century" to be held at Peoria, Ill. on February 25, 1954 later purchased the original manuscript of Big League Checkers from Ryan's widow, Mrs. Alice Ryan, and then sold it to L. L. Hall of Los Angeles for publication. The unpublished Ryan-Young match games were later supplied for inclusion in the book by Richard L. Fortman of Springfield, Illinois.

CONTENTS

Foreword to Part One III
Photographs and Biographical Sketches VI
How the Match Came About 1
Ryan-Cameron Match Games 4
Ryan-Young Match Games 35
Part Two—Analysis for Ryan-Hellman Match 45
Foreword to Part Two 46
Part Three—Warren's Corrections and Improvements of Ryan's Modern Encyclopedia, Second Edition, revised and expanded 145
Foreword to Part Three 146

OPENINGS	OPENING NUMBER	PART	PAGE
9-13, 22-18, 6- 9	4.....	2, 3....	48, 147
9-13, 22-18, 11-15	6.....	2....	53
9-13, 23-18, 10-15	10.....	1, 3....	17, 153
9-13, 23-19, 11-16	16.....	1....	42
9-13, 24-19, 11-15	19.....	1....	38
9-13, 24-19, 11-16	20.....	1....	39
9-13, 24-20, 11-15	25.....	1....	35
9-14, 22-17, 11-16	29.....	1....	6
9-14, 22-18, 10-15	31.....	2....	65
9-14, 22-18, 11-15	32.....	1....	14
9-14, 22-18, 11-16	33.....	3....	155
9-14, 24-19, 11-16	40.....	1....	29
10-14, 22-17, 14-18	46.....	2, 3....	72, 157
10-14, 22-18, 6-10	47.....	1, 2....	19, 77
10-14, 24-19, 6-10	53.....	1....	37
10-14, 24-20, 7-10	58.....	3....	158
10-14, 24-20, 11-16	60.....	1....	26

CONTENTS

OPENINGS	OPENING NUMBER	PART	PAGE
10-15, 21-17, 7-10	63	3	164
10-15, 21-17, 9-13	64	2, 3	88, 178
10-15, 21-17, 15-18	66	3	181
10-15, 22-17, 6-10	67	1, 2	8, 91
10-15, 22-17, 7-10	68	1, 3	23, 184
10-15, 22-17, 9-13	69	2	93
10-15, 23-18, 9-14	75	2	99
10-15, 23-18, 11-16	76	3	188
10-15, 23-18, 12-16	77	1	12
10-15, 24-19, 15-24	80	1	40
10-15, 24-20, 6-10	81	2	102
11-15, 21-17, 9-13	85	1	43
11-15, 23-18, 12-16	96	2, 3	105, 189
11-15, 23-19, 9-13	99	1	42
(This opening was played under 9-13, 23-19, 11-15)			
11-15, 24-19, 15-24	101	1	39
11-15, 24-20, 8-11	102	2	121
11-15, 24-20, 12-16	103	2	125
11-16, 21-17, 8-11	106	2, 3	133, 192
11-16, 21-17, 9-13	107	1	11
11-16, 22-18, 7-11	113	3	193
11-16, 22-18, 16-20	116	1, 3	4, 196
11-16, 23-18, 16-20	121	2	135
11-16, 24-19, 8-11	123	1	36, 37
11-16, 24-19, 16-20	124	1	33
12-16, 21-17, 9-13	126	1	44
12-16, 21-17, 16-19	128	2	140
12-16, 21-17, 16-20	129	1	44
12-16, 22-17, 16-19	130	1	31
12-16, 22-17, 16-20	131	1	36



WILLIAM F. RYAN

VI

William F. Ryan, the Bronx Comet, was born in New York City in 1907. He first played checkers with school chum, Arthur Heimstadt, at the age of twelve. When he was 14, he met Joseph Joel, then one of New York City's leading players. A year later, Joel introduced "Willie" to Samuel Gonotsky at the Brooklyn Checker Club. Ryan promptly challenged Gonotsky to a four game match for $10.00, and surprised everyone (including himself) by winning the first game. This incident initiated a long series of small weekly stake matches during 1923 and 1924, totalling more than 800 games, Gonotsky usually the victor. In 1924, Gonotsky won the Championship of America and held it until his death from virus pneumonia in 1929. With Gonotsky's passing, Ryan became the undisputed kingpin of New York City checkers and has ruled the boards there against all comers up to the present time.

Mr. Ryan has won every New York Master's Tournament in which he has competed since 1930, placing first six times out of six starts. "The Great Ryan" has been unbeaten for 18 years. Since 1935 he has made an even record or better in total games played with America's top ten masters, including Hellman, Tinsley, Hunt, Long, Case, Chamblee, Banks, Rubin, Grover and Cameron. No other living player has equalled this performance.

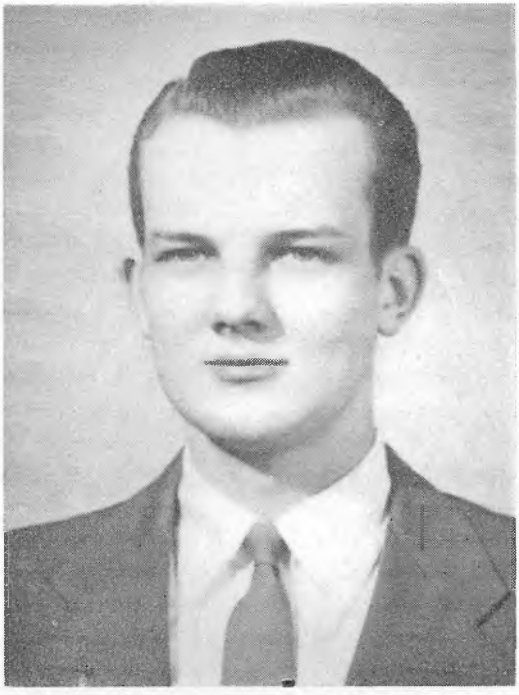
Battlying Ryan, stormy petrel of American checkerdom, won his first American championship in 1939 at Tacoma, Wash., defeating Walter Hellman in two final rounds by a net score of 1 win to nil with 17 games drawn, bagging the largest first prize ever put up in a national tourney.

Again in 1946, the Bronx lion tamer won the American title at Newark, N. J., defeating Marion F. Tinsley in the final round, 1 win to nil and 13 drawn games, copping the second largest prize ever offered in a national competition.

In 1949, Warrior Willie met Hellman again, in a 50 game match to determine who had the legitimate right to the World Title, the coveted title having been the center of a heated political controversy for the preceding ten years. This history-making encounter ended in a deadlock, 4 wins each and 42 games drawn, but due to a sheer technicality in the playing terms for the match, Hellman was de-

clared World Champion, even though the sole purpose of the contest was to determine who had thelawful right to be champion!

On an average, Ryan works from 12 to 14 hours a day on his book writings and exhibition schedules. The Bronx Dynamo has authored more than a dozen popular works on checkers, and the 3rd edition of his Modern Encyclopedia of Checkers, scheduled for publication next year, will be the largest book ever written on the game, a monumental work of 800 pages!



KARL D. ALBRECHT

Karl D. Albrecht, Assisting Editor of Big League Checkers, was born in Detroit, Michigan, February 16, 1931. Although still only a "youngster", Karl has been afflicted with a stubborn respiratory ailment that has kept him moving in and out of hospitals for several years. He is virtually a newcomer in the game, having made his first

acquaintance with checkers in 1949, while a patient at Maybury Sanatorium.

Endowed with a brilliant mind, young Albrecht won a Ford Motor Company Fund Scholarship in the spring of 1951, and in September of the same year entered the University of Michigan at Ann Arbor. After attending classes for only three months, doctors discovered that Karl's tuberculosis had re-activated, and he was sent to the University Hospital for further treatment. Recently, surgeons removed most of the upper lobe of his right lung. (At this writing in 1954, Mr. Ryan stated that Mr. Albrecht was "still confined in the hospital, but will resume his studies as soon as his health improves.")

In the relatively short period of four years, Mr. Albrecht has developed in to a player of more than ordinary promise, and we are not being presumptuous in predicting that he will soon rank with other American stars like Tinsley, Chamblee, Rosenfield, Loew, Bruch, Freyer, Gable, Markusic, and Greene.

Affable, well-mannered, and socially intelligent, Karl's personality reflects a pleasant mixture of academic formailty and down-to-earth humor. Like most checker players, Karl has noticed a certain superficiality about chess players. He writes, "....There is a peculiar characteristic I have perceived in many chess players, usually those who like to affect being of the 'arty' class. These psuedo-intellectuals generally assume an air of grand superiority as they attempt to impress everyone with their conversational excellence. Few of them play even a half way decent game, and seemingly use the game only as a foil for their posturings." Evidently, Mr Albrecht prefers checkers, and checker players.

This brief history of the young man Mr. Ryan had selected as his assisting editor of Big League Checkers was written back in 1954. While the prediction of his rise to fame in respect to checkers has not been fulfilled to date, young Albrecht had continued to be handicapped by poor health until only recently. However he is again resuming an active interest in the game and he writes that his playing and analysis is much improved since the time he corresponded with Mr. Ryan during which period he characterizes himself as having "more sas than sense." However the play from that period given in this work reflects the good reason Mr. Ryan chose him both as his assisting editor and member of his "Team".



JOHNIE MITCHELL

Johnie Mitchell spent the largest part of his life in Cordele, Georgia, but he was born 63 years ago in Savannah. His checker career started later in life, winning the Georgia state championship first in 1940, then in 1942, 1945 and 1956. He met Wm. F. Ryan about 1930 when the latter gave an exhibition in Mitchell's home state. From that time on a warm friendship developed between them, Ryan recognizing the latent checker talent of this "country boy" from Cordele. As a result of this respect for his abilities, Ryan chose him as a member of his "team" before his scheduled match with Hellman. When Mr. Mitchell was told of the plans to publish Ryan's last work, he at once volunteered his part of the play to be found in this work. Like all those associated with the late Wm. F. Ryan, Mr. Mitchell was greatly saddened by his untimely death and the failure of his life ambition to become the undisputed champion of the world. Since Ryan's passing, Mr. Mitchell has struck up a friendship with another great master, Dr. Marion Tinsley, whom he visits at

Tallahassee, Florida where Dr. Tinsley teaches at the Florida University.

Because of the scarcity of competition near him, Mr. Mitchell devotes most of his spare time in analysis, and his penetrating mind has advanced the game considerably. Many fine corrections of published play are credited to him. During the preparation of this book, Mr. Mitchell has been a constant help and an enthusiastic supporter of the venture. His family consists of his wife, Exie, two sons, Harrold Mitchell, and John S. Mitchell, and a daughter, Sarah Mitchell.



CLAYTON O. BEEBE

Clayton O. Beebe was born to Mr. and Mrs. Harvey E. Beebe, one of eleven children, at Lisle, New York on July 4, 1914. As related in the American Checkrist, Vol. 5, No. 5, Nov.-Dec., 1946, he became acquainted with checkers during a trapping expedition when

he was 16 years of age. Becoming lost he wandered into the log cabin of Mr. Eugene Fairbanks where after a simple but tasty mountain meal cooked by Mrs. Fairbanks, he played his first game of checkers. Unable to cope with his mountaineer adversary, he realized the game was more than one of mere chance and from this early start he began to study, devouring the pages of his newly bought "Lees' Guide" until he compelled his mountain friend to "fold up his board". He rapidly improved his game and won his first Peoria City Championship in 1938. He entered the Ordinance Department of the U. S. Army on August 4, 1943 and served 29 months. In the years that followed he developed into a powerful and daring crossboard player, winning the Illinois State Championships in 1952, 1953 and 1958. He has served well for a number of years as Manager of District 6 of The American Checker Federation, and has also been President of the Illinois Checker Association. Beebe promoted and raised a $1,500.00 fund for the match between Ryan and Hellman, "The Battle of the Century" which was scheduled to take place at Peoria, Illinois on February 25, 1954 just ten days after the death of Wm. F. Ryan. Before going into the Army, heheld positions with the International Business Machines Corp., of Endicott, N.Y. and later with the Caterpillar Tractor Co. of Peoria, Illinois as Procurer and Expediter of materials for the Research Department. At present he is engaged in real estate in Peoria.

A large share of the credit for the publishing of this book and the preservation thereby of the last work of the beloved Wm. F. Ryan is due to the efforts and concern of Clayton O. Beebe. He not only purchased the original manuscript from Mrs. Alice Ryan and sold it for publication to Checker Chatter Editor, L. L. Hall at the original cost, but he also, as a member of Ryan's "Team" during the latter's preparation for his match with Hellman, supplied a part of the material contained in Part Two. And when difficulties arose with the problem of printing the book, he came to the rescue and financed the venture at considrable expense and risk. This alone has earned Clayton O. Beebe the plaudits of present and future generations.



OLIVER J. MAURO

Oliver J. Mauro was born in New York City in 1902 where he started to play checkers as a boy around eleven years of age. By the time he was sixteen he had become proficient enough to beat his high school club members and became Captain of the team. When he reached early manhood at about the age of twenty he met Samuel Gonotsky who was a novice in those days. But even then Mr. Mauro found his new friend harder to beat each time he played him until the day came when he considered himself lucky to hold young Gonotsky "to a draw". Mr. Mauro claims that most of the knowledge he now possesses is the result of that early friendship and competition with the great master. In these same early years he also met Wm. F. Ryan and the friendship then forged lasted to Mr. Ryan's death. During these years Mr. Mauro did a great deal of analysis for his friend and Mr. Ryan selected him as a member of his team because he could rely on his analysis and knowledge of the game. For many years Mr. Mauro had been more interested in this phase than

in participating in tournaments. But when he moved to Philadelphia in 1942 he developed more interest in playing and in 1952 he was able to win the City Championship. Al Stums and Wayne Van Leer were among his opponents at this event. He had intended to enter the National Tournament with Ryan and his other team members, but that did not materialize. Mr. Ryans sudden passing was a great blow to him as it was to all of Ryan's team members, and Mr. Mauro has expressed great pleasure that Ryan's last labors are here preserved. Mr. Mauro is an accountant by trade at present living in Colwyn, Pennsylvania.



LEONARD L. HALL

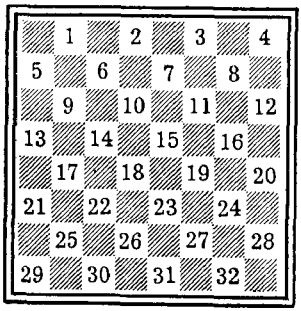
Leonard L. Hall was born on a farm near Lake Park, Iowa on Jan. 7, 1900. He and his family moved to Seattle, Washington in 1906. He finished grammar and high school there and it was while in high school working during vacation time on the Seattle waterfront that he learned enough about the game to be able to defeat his

father who had taught him how to play. He and the rest of his family consisting of his mother, two brothers, Earl and Elihu, and one sister, Grace, moved to Los Angeles, California in 1921 after his father's death and he entered the Post Office soon after. He engaged in many state, city and club tourneys while in Los Angeles and was consistantly successful for a number of years. In the absence from the state of former champion, Jesse B. Hanson, Hall won the Pacific Coast Championship in these early days and defended his title with success against Julius D'Orio, Mr. Davis, then Checker Editor of the Los Angeles Times, and Leo Sanders.

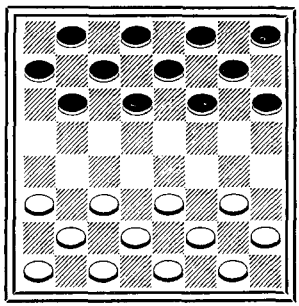
In 1947 Hall took over the California Checker Association publication, Checker Chatter, from its founder, Frank Warren, and has remained editor and publisher to the present time. During this stage of his checker activities he won the California State Championship in 1949, 1951, 1954 and 1956. He won the Pacific Coast Championship from Jesse B. Hanson in 1955, but lost it in 1960 to Edward Wylie of Vancouver, B. C.

Several books on Checkers have been published by Hall, the three most important being Hall's Instructive Positions, the Nineteenth American Tourney and Prof. W. R. Fraser's, The Inferno of Checkers. With respect to Big League Checkers he came into the picture (see photograph) when he purchased Wm. F. Ryan's original manuscript from Clayton O. Beebe who influenced him to undertake the editing of Ryan's last work. Hall now 61 is retired from the United States Post Office and is still a resident of Los Angeles, Calif. He is married and has one married daughter and one grandchild, David Poinc, born April 7, 1961.

Numbered Board



Pieces Set For Play



HOW THE MATCH CAME ABOUT

By Wm. F. Ryan

When the American Checker Championship tournament was staged at Paxton, Ill., in June, 1950, a number of strange events took place just before and during the tourney. The officials, for example, appointed a five-man committee to draw up playing rules for the event. On this committee were five of America's best known stars: Marion Tinsley, Maurice Chamblee, Milton Loew, Ed Bruch, and Harold Freyer. After holding a private caucus to complete their assignment, the committee came forth with two new "gems" in tournament procedure. One of these was a revolutionary stipulation that the twenty players to be seeded could not be paired with each other for the first four rounds, and that no unseeded player could be paired more than once in the first four rounds. It never occured to the committee that with an entry of only 110 players, the execution of this ruling was a mathematical impossibility, since at least one third of the contestants would be eliminated from the tournament before the fourth round!

The other "gem" was a ruling limiting all heats to only four games. The "committee" ruled that after 4 games had been played without a decision, both contestants would be penalized a half life and advanced into the next round. In previous national tournaments, heats deadlocked at four games were continued in blocks of two games up to eight or ten games, to give contestants an opportunity to break the tie. Aside from the fact that the four game heat, without the extension for tied heats, imposes a hardship on the champion players, by forcing them to beat inferior players in a minimum number of games, it also leads contestants into the conniving practice of implementing the half life as a device for survival, instead of it being used as a "penalty" for protracted heats of play, as originally intended. There is no way to prevent two contestants from privately agreeing to play a tie heat, but to rob the champion player of the only means he has of beating an inferior adversary is insidious.

Before the second business meeting at the tournament, at which the committee announced its rulings, Ryan learned of the "classical" new rules for the Paxton tournament. Ryan flew into a rage. "Are they crazy? Why a moron knows you can't make that seeding system work!" Ryan bellowed all over the playing room. "Four game heat? Why I never heard of such a thing. There are hundreds of checker players in this country who can draw four games in a row with Tinsley or me, but there are less than ten who can hold us even in eight or ten! The four game heat is just another

picayune trick to undermine talent, suppress initiative, and discourage skill in our American tournaments. What surprises me is that players of the high caliber like Tinsley, Chamblee, Loew, Bruch, and Freyer, could possibly devise rulings that are so detrimental to their own interests." Ryan sought out four of the five men on the committee, one by one, asking, "Who in the dickens gave birth to those cockeyed rulings?" Each member of the committee blamed another member or members for the "screwball" edicts.

At the second business meeting, just preceding the start of play, President Rudy Munzinger read off the tournament rules as prepared by the committee. Following the reading, Munzinger asked, "Are there any objections, and if so, speak up now." Nobody spoke up, so the rules were adopted. But Ryan knew better than to protest, because he has been at odds with the ruling fathers for over 20 years, on a hundred and one different issues and policies in the game. When it was later proven that the rules were untenable as adopted, Munzinger tried to whitewash the fiasco by issuing a statement to the checker press pointing out nobody at the meeting objected to the rulings. This cover-up does not nullify the fact that all morning, before the second meeting, Ryan protested long and loud to Tournament Director John Dale Heath, and a half hundred other players and officials, the proposed tournament rules "were unsound and would not work out to produce the best player." Among those in particular to whom Ryan carried his protests were: Roy Hunt, Kenneth Grover, Harold Freyer, Milton Loew, Marion F. Tinsley, Edward Bruch, Leo Levitt, Ray Gould, Lee Munger, Abe Bernstein, and several others.

Ryan did not protest at the business meeting because it would have been a waste of time and energy, contending that it is the deliberate ad calculated policy of the ruling fathers to conduct so-called "American Championship" tournaments for the benefit and pleasure of "every Tom, Dick, and Harry," without any prior consideration for the dignity, security, and interests of proven performers. The ruling fathers have perennially contended that they "must" cater to the "average checker player," and make participation in our national tournaments attractive to them, in order to raise a suitable prize fund from entrance fees. If this is so, why not double or triple the entrance fee? This would take care of any deficit caused by a reduced entry brought about by selective competition. Of course, the real thruth in the matter is that we do not have "leaders" in the game who have the inclination or the intelligence to find and develop proper ways and means of raising money for "qualified" championship systems comparable to the competitive systems governing other games and sports of skill. Ryan says, "It should be a great honor and privilege to compete in a national tournament of any kind, and the

winner should be amply rewarded in consideration of the years he has devoted to reaching the top in his work. As long as our ruling fathers reject the principle of screening the players for national competition, by sectional qualifying tournaments, our so-called American championship events will amount to nothing more than an endurance contest, featuring a mass annihilation of the third string players who have absolutely no chance to win, and who have no moral right to take up the time and talents of champion players.

"The record speaks for itself. We have had eighteen (Mr. Ryan passed away before the nineteenth) American National tournaments, and all the major prizes in these events have been won by players of acknowledged strength and repute. Where does the scrub fit in? He doesn't. The ruling fathers want his $5.00 to pad the prize fund, because they are totally incapable of devising more business-like methods to finance the tournaments. Under our present asinine system of competition, the champion players expend all or most of their strength in a 7 day ordeal eliminating the scrubs, and as a consequence by the time the surviving champions reach the prize rounds they are exhausted. In no other American game or sport of skill, are champions matched with duffers and eager-beavers who will gladly pay $5.00 to "get into the act," even though they haven't got a Chinaman's chance to win."

After Ryan had completed eight rounds of play in the Paxton tourney, he found himself a full life down, having been penalized twice, playing tie heats with Tinsley and Dick Hallett of Boston, although he had not lost a game.

In the 9th round, Ryan paired with Alex Cameron of St. Petersburg, Fla., a well seasoned tournament campaigner who has won a major prize in every national tournament in which he has competed. In this heat, Cameron defeated Ryan 1-0-3, eliminating Ryan from the tournament. Ryan had beaten Cameron many times in matches and tournaments in Florida and was not satisfied with his showing, nor was he pleased with his elimination from the Paxton tournament on the loss of one game, while other players were still in the tournament with 2 games lost.

Several months after the Paxton tournament, Ryan challenged Cameron to a match, and this led to their 30 game clash at St. Petersburg, Fla., March 8th. to 15.th 1951, for a subscribed purse of $250 raised by B. T. Clifton of Birmingham, Ala., the new President of the American Checker Federation. This book (part) is an annotated review of the games played in that contest. Ryan clearly demonstrated his superiority against the veteran Floridan, scoring 6 wins, losing 1, drawing 19. Ryan also missed two wins. Cameron missed none.

EDITOR'S NOTE: As we have stated in our Foreword of this part we have tried to keep all of Ryan's comments just as he had planned them for his next book, the 3rd edition of his Modern Encyclopedia of Checkers, and for that reason we felt that his opinions as to "scrubs" "duffers" and "eager beavers" competing in our National Tournaments should not be deleted although it seemed that these opinions of Mr. Ryan were reflections on the writer and many of his friends who might at some future date wish to enter a national tourney. It seems that he failed to consider this point: How are we to determine what "scrub" of today will become the "master" of tomorrow? We believe he was wrong in concluding that our national tourneys should be conducted solely for the benefit of the "champion players". Ryan in his statement took no cognizance of the fact that our national tourneys should also act as the proving ground of **future** champion players and that the elimination of the so-called "scrub" from these events would detur the development of future championship material. This policy would lead to a retrogression of the game and would end up eventually in a monopoly of the championship of America in the hands of a few old men.

RYAN-CAMERON MATCH

Game 1 11-16, 22-18, 16-20

Ryan-Black					Cameron-White
11-16	8-11	1- 6	4- 8	10-19	7-11
22-18	25-22	24-19	25-22	23- 7	25-21
16-20-A	11-15	15-24	8-11	3-10	16-19
18-14-B	29-25	28-19	22-18	26-22	18-14
10-17	6- 9	6-10	7-10	12-16	D-10-15
21-14	26-23	31-26-C	27-23	22-17	Drawn
9-18	9-18	10-17	20-24	2- 7	
23-14	23-14	22-13	19-15	30-25	

Notes by Wm. F. Ryan

A — A relatively easy 3-move debut, with white holding the dictatorial hand on most variations.

B — This bust is generally rated white's strongest move, but among the leading players it is now too well known to be effective. In the next (2nd) game, Ryan varied here with 25-22, resulting in some interesting original play:

25-22	25-22	22-15	24-19	31-15	7- 2
8-11	7-11	11-18	11-16	2- 6	9-13
22-17	23-18-E	17-13-H	19-15	15-11	27-23
9-14	14-23	10-14	6- 9	16-19	20-24
18- 9	26-19	19-15-I	13- 6	11- 7	2- 6
5-14	3- 8-F	8-11	1-19	6- 9	12-16
29-25	30-26	15- 8	26-23	28-24-K	6- 9
11-15	15-18-G	4-11	19-26	19-28	Drawn

C — White dissipates his advantage with this move, 30-26 is much stronger: 30-26, 10-17, 22-13, 4-8, 25-22, 8-11, 26-23, 7-10, 22-18, 3-7, 13-9, 5-14, 18-9, 11-15, 32-28, 15-24, 28-19, 7-11, 27-24, 20-27, 31-24, *2-7, 9-6, 11-16, 6-2, 7-11, 2-6, *10-15, 19-10, 16-20, 24-19, 11-15, drawn. Newell W. Banks missed this draw against me in our first blindfold match in 1937, so Cameron figured it would have been useless to play 30-26 at C, knowing I was familiar with it. Like most checker players, I never forget the games I win!

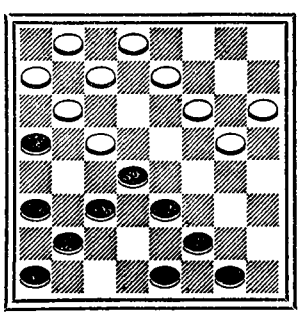
D — A checkeristic echo of a game that has been played many times before.

E — The text departs from all published play as far as I know. Mr. Cameron started twitching in his seat. The position at this point is a basic Pioneer formation, with 24-19 and 22-17 being the usual moves. My 23-18 trade-off is a pint-size "cook" I had prepared for this match, and while not of heavyweight caliber, it does have winning chances. Since using it on Cameron, two of my esteemed contemporaries have tried it with winning results. Originally, I worked on 23-19 here, and for a while I thought I had a real good thing until I discovered it was a herring by *14-18, 30-25, *18-23, 27-18, 20-27, 32-23, 15-24, 28-19, *11-15! 18-11, 10-14, 17-10, 6-24, black can win — Wm. F. Ryan.

F — This is okay, preparing for 11-16 next, but 6-9 is stronger: 6-9, 17-13, 1-6, 22-17, 9-14, 31-26, 4-8, 30-25, 3-7, *26-22, 11-16, *22-18! 15-29, 19-15, 10-19, 17-3, 19-23, 27-18, 20-27, 32-23, 29-25, 18-14, 25-22, 28-24, 16-19 (16-20, 14-10 draws), 23-16, 12-28, 3-12, 22-18, 14-9, 18-14, 9-5, drawn — Wm. F. Ryan. Against 4-8 at F, white replies 27-23, 20-27, 31-24, 6-9, 17-13, *9-14, 13-9, *1-6, 9-5, 15-18, 22-15, 11-27, 32-23, 2-7, etc., drawn — Wm. F. Ryan.

G — The worth of any cook must essentially be rated according to its workability, that is to say, the probability of successful usage. The innovation at E was subtle enough to baffle Cameron, for here he makes a losing move. The diagram marks the point where Cameron went astray."

THE POINT OF PERPLEXITY



Black to play and draw

CONTINUE: 11-16, 26-23, 8-11, 17-13, *1-5, 22-17, 5-9, 17-14, 9-18, 23-7, 16-23, 27-18, 20-27, 32-23, 15-22, 7-3, 11-16, drawn — Wm. F. Ryan.

H — 17-14, 10-17, 21-14, would allow black to draw by 2-7.

I — There is just too much checkers to fathom in the five minute time limit. I put in nearly all my time on 19-16 here, and clearly saw the neat wins shown in Note J, but after 19-16, 12-19, 24-15, I could not plan a forced win, in my mind's eye, against 1-5, so I took the alternative by 19-15 on rather hasty examination, believing it was good for at least an advantage. The winning play follows: *19-16, 12-19, 24-15, 1-5-(J), 28-24, 5-9, *26-23, 18-22, *24-19, 22-25, *19-16, 8-11 (8-12, 23-19, 25-29, 15-11, 29-25, 11-7, white wins), 15-8, 4-11, 16-7, 2-11, 23-19, 25-29, 19-16, 11-15, 27-23, 29-25, 16-11, 25-22, 11-7, white wins — Wm. F. Ryan.

J — (Off I) If 2-7, then 13-9, 6-13, 15-10, 7-11, 10-7, 8-12, 7-3, etc., soon stiffens black. If 6-9, 13-6, 1-19, then 27-24, 20-27, 32-16, 8-11, 16-7, 2-11, 28-24, 4-8, 24-20, 8-12, 31-27, 11-15, 27-24, white wins. I called Mr. Cameron's attention to this neat win immediately after the game, adding that I saw no win against 1-5 at J, but later of course I found it. Again in Game 19, at Note L, I missed another win, but as matters turned out I didn't need them.

K — The ending runs into old rhubarb, mostly of the spectator variety! Several onlookers were sure I could have won here by 7-2, disrespecting the fact that it was the most natural move on the board, and therefore must have been considered. If the average checker player was as eager and conscientious about improving his own game as he is to improve the play of his acknowledged superiors, we would have more than six first-class masters in this country! As to 7-2 at K, it draws this-a-way: 7-2, 19-23, 27-18, 14-23, 2-6, 9-13, 6-10, 23-26, 10-15, 26-30, 15-19, 30-26, 32-27, 26-31, drawn. As I was saying, it's old rhubarb. Spectators rarely see as much as the champions do, unless of course the spectators happen to include a platoon of top proficients.

GAME 3 9-14, 22-17, 11-16

Cameron-Black					Ryan-White
9-14	11-15	8-11	*16-19-F	14-23	27-31
22-17	25-22-A	18- 9	14- 9	27-18	22-17
11-16	7-11	11-15	*19-24-F	*24-27	31-26
25-22	17-13	9- 5-C	30-25	32-23	18-14
8-11	4- 8	15-24	3- 7	28-32	26-23
22-18	24-19	23-18	25-22	18-15	15-11
16-20	15-24	*24-28-D	7-10-E	*32-27-F	G-23-18
18- 9	28-19	18-14	26-23	31-24	Drawn
5-14	11-16	10-17	*10-14-F	20-27	
29-25	22-18	21-14	23-18	23-18	

Notes by Wm. F. Ryan

A — In the 4th game, Cameron varied here as follows:

24-19	11-16	23-18	3-10	27-23	26-31
15-24	22-18	16-23	32-27	14-17	14- 9
28-19	14-17	26-19	5- 9	31-27	31-24
4- 8	21-14	17-22	18-15	22-26	B- 9- 2
25-22	10-17	27-23	2- 7	18-14	Drawn
8-11	18-14	7-10	23-18	9-18	
17-13	1- 5	14- 7	10-14	23-14	

B — (Off A) Published play to the end, credited to P. H. Ketchum.

C — Here we go again! This was no mere bid for originality, but a carefully planned "twister" cook, that deviates from all published play. Reisman's Pioneer gives a little play on 26-22, 15-24, 22-18, 24-28, 9-5, 16-19, etc., but the text move is certainly stronger for white.

D — The only move to draw. Against 16-19, white pegs the win by 32-28, 3-8, 21-17, 8-11, 17-14, 10-17, 26-22, 17-26, 30-7, 2-11, 28-19, 11-16, 27-23, 20-24, 18-15, 24-27, 31-24, 16-20, 15-11, 20-27, 11-7, 27-31, 7-2, 31-27, 2-9, 27-18, 9-14, 18-9, 13-6, 1-10, 5-1, white wins — Wm. F. Ryan.

E — When Cameron made this move my jaw dropped into my lap! I had analyzed this position before the match (so I thought), but I never considered 7-10, believing it would lose immediately by 26-23 in reply, for then if 12-16, white wins at once by 22-17. The only draw I could find in this position (and a very deceptive one) was on 7-11, like this: 7-11 (or 12-16, 22-18, 7-11, same), 22-18, *12-16 (not 6-10, 9-6, 2-9, 13-6, 10-15, 26-22! 1-10, 5-1, white wins), 18-14, 16-19, 27-23 (26-22, 11-16, 22-17, 6-10, drawn), 11-16, 23-18, 6-10, 14-7, 2-11, 18-14, 11-15, 14-10, 15-18, drawn — Wm. F. Ryan.

F — Beautifully played by Mr. Cameron, and the only moves to draw.

G — Mr. Cameron pulled himself out of what appeared to be a hopeless predicament, and I will not conceal the fact that I was disappointed in not winning the game. In my opinion, this was his best game in the entire match. Very few players would have drawn this game after 9-5 at C, on a first try, as Cameron did.

GAME 5 10-15, 22-17, 6-10

Ryan-Black				Cameron-White	
10-15	16-23	6- 9-I	15-18	8-12	9-14
22-17	26-10	25-21	27-23	23-18	6-10
6-10-A	2- 6	9-18	18-27	16-19	14-18
17-14	25-22-F	26-23	32-23	6-10	11- 7
10-17	6-15	19-26	8-11	12-16	18-23
21-14	22-17	30-14	10- 6	18-15	Drawn
9-18	1- 6-G	11-15	11-16	5- 9	
23-14	31-26-H	14-10	6- 2	15-11	
12-16-B-1	15-19	7-14	4- 8	16-20	
24-19	29-25	17-10	2- 6	10- 6	

Notes by Wm. F. Ryan

A — One of the weaker 3-movers that has not yet been extensively sounded. There is plenty virgin territory open to critics and analysts who are looking for grounds on which to prove their talents, if any!

B — The two leading reference authorities, Kear's Encyclopaedia and Tescheleit's Master Play, offer no play at all on either this move or 1-6, yet the American masters have been adopting these moves exclusively as the best drawing routes. Kear's Encyclopaedia quotes a single variation on 11-16 here, credited to J. Alexander, but the Americans abandoned this move over 12 years ago as unsatisfactory. In Variation 1, the issue of Alexander's 11-16 line is taken up at close range to point out its dubious tenability.

In Game 6, Cameron took 1-6 at B, and lost like this:

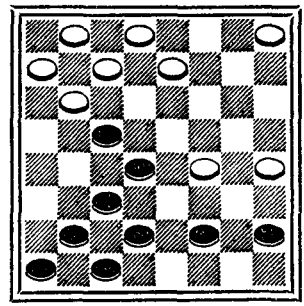
1- 6	30-26	5-14	24-20	11-20	27-18
25-21	12-16	13- 9	21-25	2-18	25-22
6- 9-C	21-17	14-17-E	29-22	19-23	18-15
26-23	16-19	9- 6	14-18	22-17	22-13
9-18	17-13	17-21	20-16	25-29	15-10
23-14	6-10-D	6- 2	18-25	18-14	White
2- 6	14- 9	10-14	26-22	29-25	(Ryan) wins

C — Departs from all published play as far as I know. The usual move here is 11-16 as played in the Long-Hunt match and later improved by the Long-Reynolds game in the 9th American tournament. The draw route after 11-16 is exceedingly hazardous for black, and that is why I took 12-16 at B in the previous game. Cameron certainly knew that 11-16 was the usual move at C, and the only explanation I can offer for him taking 6-9 is that I was making my move rather hastily up to this point, and this may have led him to believe I had something "hot" prepared against 11-16. Although Cameron lost with this 6-9 press, my opinion is that it is by far and away the best move black has on the board, and the draw play

shown in Note D is certain to revolutionize the defense on this opening. I can just picture Tinsley and Hellman rushing to their boards to get in on the revolution!

D — This was undoubtedly Cameron's losing move. The position at this point will hereafter be a key landing, so we frame the layout to assist students in visiually identifying the point of decisive redemption:

A BUMPLESS BASIC LANDING



Black to Play and Draw

CONTINUE: *8-12, 29-25, 4-8, 25-22, *12-16, 24-20, *7-10, 14-7, 3-10, 27-24, 10-14, 32-27, 14-18, 27-23, *18-27, 22-18, 15-22, 24-15, 11-18, 20-4, 22-25, 31-24, 25-30, drawn — Wm. F. Ryan. Built in the big league. Guaranteed not to fade, shrink, or sink. The draw play shown in this note is the safest, easiest, and most restrictive defense yet shown on the 10-15, 22-17, 6-10, opening.

E — Black has several other moves here, but they all seem to lose. For example: 14-18, 9-6, 19-23 (if 10-14, then *24-20, 14-17, 27-23, 18-27, 32-16, 8-12, 6-2, 12-19, 20-16, 11-20, 2-18, White wins), 26-19, 18-23, 27-18, 15-22, 6-1, 10-15, 19-10, 7-14, 1-6, 14-17 (14-18, 32-27 wins) 6-10, 17-21, 10-14, 21-25, 32-27, 25-30, 27-23, 30-26, 14-17, 26-19, 24-15, 11-18, 17-26, 8-11, 31-27, 3-7, 29-25, 7-10, 26-23, 10-14, 23-19, 4-8, 28-24, white wins — Wm. F. Ryan.

F — This varies from the Long-Hunt game, where Long moved 27-23, the continuation being 6-15, 23-18, 15-22, 25-18, 1-6, 29-25, 6-10, 25-21, 10-17, 21-14, 7-10, 14-7, 3-10, 28-24, 11-16, 32-27, 8-11, 27-23, 16-20, 23-19, 20-27, 31-24, 4-8, 24-20, 8-12, 30-26, 5-9, 26-23, 9-13, 18-14, 10-17, 23-18, 17-22, 19-15, 11-16, drawn. Finely played, but Long had much stronger play that would have pressed Hunt hard on the ending.

G — In the Long-Hunt match book, Newell W. Banks quotes a fancy but unfeasible draw on 15-18 here, credited to the late Joe Collins of Pittsburgh, the play running 15-18, 29-25, 11-15, 25-21, 8-11,

now Collins' play is 27-24 (ugh!), but instead just do what comes naturally and play 14-10, and black's draw, if any, is about as difficult as catching cannonballs with a butterfly net!

H — I felt considerably relieved after Cameron made this move, as 27-23 impressed me as being very formidable to meet at the time the game was being played. However, it only draws: 27-23, 15-19, 23-16, 11-20, 29-25 (17-13, 8-11, 29-25, 11-15, 25-21, 4-8, 30-25, 15-18, etc., drawn) 6-9, 25-21, 9-18, 28-24, 20-27, 32-14, 7-10, 14-7, 3-10, 17-14, 10-17, 21-14, 8-11, 14-10, 11-16, 10-7, *4-8, 7-3, 8-12, 3-7, 16-20, 7-11, 20-24, drawn — Wm. F. Ryan.

I — From here to the end black has to sweat it out to draw. The notable characteristic of the 10-15, 22-17, 6-10, 3-mover is that black almost invariably winds up with a critical ending, marked by undeveloped and congested pieces in the single corner. My new defense, introduced in Note D, eliminates this hazard entirely, and it is safe to predict here that henceforth it will supersede other lines of play.

VARIATION 1

11-16	16-19	2- 6-C	5- 9	9-14	8-12
25-22	25-21	*24-20-D	32-27	25-21	27-24
8-11	6-10	7-10-E	4- 8	15-18	18-27
29-25	*17-13-B	14- 7	27-23	24-15	F-24- 8
1- 6	10-17	3-10	12-16	10-19	White
22-17-A	21-14	27-24	30-25	31-27	wins.

Karl Albrecht

Notes by Wm. F. Ryan

A — Teschelelt's Master Play stars *25-21 for the attack, but black has a cinch draw against that move by pressing 6-9, 14-10, 7-14, 22-18, 15-22, 26-10, 9-14. The position now is substantially the same as the one reached in Note R, page 20, of my 1943 Modern Encyclopedia of Checkers, except in the Edinburgh the white piece is on square 29 instead of 30. However, with the piece on square 30, white still has no appreciable advantage, as a careful check will reveal. For example: 30-26, 11-15, 26-22, 14-18, 22-17, 16-19, 17-13, 19-23, 24-19, 15-24, 28-19, 4-8, 10-6, 2-9, 13-6, 8-11, 6-2, (19-15, 3-8 draws), 11-16, 2-6, 18-22, drawn.

B — This is a vast improvement on Alexander's play in Kear's Ency., where 30-25 is carried through to a rather easy draw for black. The position at this point is one of the most interesting I have worked on in many starry seasons. Black's draw, if any, after the text move, is extremely problematical.

C — If 7-10, 14-7, 3-10, then 24-20, threatening 27-24 next, will win. If 4-8, then *14-9 (the only move to win), 5-14, 13-9, 12-16, *9-5,

14-18, *26-23, 19-26, 30-14, 15-18, 31-26, 11-15, 5-1, 16-19, *14-9, 8-11, 1-5, 18-23, 27-18, 15-31, 24-8, 3-12, 32-27, 31-24, 28-19, 7-11, 9-6, 2-9, 5-14, 11-16, 14-18, white wins — Wm. F. Ryan.

D — To here by Editor Ryan. In the original press manuscript Ryan gave 26-22 as the strongest move, but it seems to allow a narrow draw by 4-8, 24-20, 7-10, 14-7, 3-10, 27-23, 19-26, 30-23, 5-9, 28-24, 9-14, 24-19, 15-24, 22-18, 14-17, 18-14, 10-15, 14-10, 15-18, etc. Editor Albrecht then worked on the text move (24-20), showing that it wins decisively, knocking out the Alexander defense entirely.

E — If 6-10, then 14-9, 5-14, 13-9, white wins. If 4-8, 27-24, now if 6-10, then 13-9, 10-17, 9-6, wins, and if 12-16, then the killer pitch by 13-9, 6-13, 26-22, ends it all, and if 7-10, 14-7, 3-10, then 32-27 runs back into Var. 1.

F — Mr. Albrecht's win is air tight!

GAME 7 11-16, 21-17, 9-13

Cameron-Black					Ryan-White
11-16	27-11	7-11	14-10-G	26-23	5- 1
21-17	7-16	23-18-E	11-15	10- 7	23-26
9-13-A	30-25	2- 7	27-23	8-11	1- 5
25-21	3- 7	31-26	15-18	7- 2	18-23
5- 9	17-14	11-16-F	23-14	23-18	29-25
23-18	9-18	18-14	20-24	2- 6	12-16
10-15-B	22-15	6-10	28-19	11-15	10-14
18-11	16-20-C	15- 6	16-30	6-10	H-26-30
8-15	32-27	1-17	25-21	15-19	Drawn
24-19	4- 8	21-14	30-26	9- 5	
15-24	26-23	7-11	14- 9	19-23	

Notes by Wm. F. Ryan

A — It is very difficult to "work up" anything new on this old timer, for two good reasons. In the first place, this opening has been pounded and proved for several decades. Then too, the very character of the opening tends towards confining play for both sides. In short, some openings in checkers develop with many possible avenues for original play, while others the "directions" of plausible procedure are limited and take form almost at the outset. J. A. Kear describes this opening as one of the most prolific of the two-movers, but the records of play between acknowledged masters do not bear

him out on this, as practically all the games played by the champions on this opening are limited to four or five major lines.

B — In the Stewart-Banks world title match of 1922, the combination by 1-5, 27-23-16-19, was taken, but this build-up gives white a dangerous pull and has never gained popularity.

C — Ryan varied with 16-19 at this point, in Game 8, resulting in the subjoined continuation:

16-19	26-22	7-16	21-17	16-19	14-10
32-27	11-18	24-15	13-22	25-21	15-18
4- 8	22-15	6-10	25-18	10-15	10- 7
27-24	2- 7	15- 6	8-11	18-14	D-11-15
7-11	15-11	1-10	29-25	19-23	Drawn

D — Like the preceding game, the play has followed a familiar trail, and I might add, the one most often taken on this opening.

E — Kear's Encyclopaedia gives 28-24 here, and it is probably best, then 11-18, 23-14, 13-17, etc., drawn.

F — White wants 12-16 here, for then the shot by 21-17, 13-31, 25-22 wins at once.

G — I could have played 27-23 here, then 11-15, 26-22, 15-19, 23-18, 19-23, 18-15, 23-26, and white still has a troublesome ending, though only a draw.

H — Obviously, Mr. Cameron had the best of the ending, but there was not enough in it to force a win.

GAME 9 10-15, 23-18, 12-16

Ryan-Black				Cameron-White	
10-15	8-15	11-15	5-14	15-24	7-10
23-18	22-18	18-11	25-22	28-19	14- 7
12-16-A	15-22	7-23	10-15	14-18	3-10
26-23	25-18	27-18	27-23	31-27	19-16
16-19-B	4- 8	6-10	1- 6	2- 7	10-15
23-16	24-19	32-27-E	22-17	17-14	16-12
11-20	8-11-C	9-14	6-10	10-17	15-19
18-11	29-25-D	18- 9	23-19	21-14	Drawn

Notes by Wm. F. Ryan

A — Forms a major variation of the Kelso Cross. This opening admits a wide variety of play, particularly if white replies 21-17, with many complex structures ensuing. Most of the leading players, however, reply 26-23, this move having a tendency to restrict the play.

B — Easiest and safest for black, but 16-20, 24-19, 15-24, 28-19, 8-12, 18-14, 9-18, 22-8, 4-11, 25-22, 7-10, 30-26, 11-15, 19-16, 12-19, 23-16, 2-7, is a good alternative line.

C — Mr. Cameron adopted 6-10 at this point in Game 10, and lost as under:

6-10	6- 9	9-14-H	17-21	10-14	10-14
29-25	19-15	18- 9	16-12	18- 9	8-12
8-11	10-19	5-14	11-16	3-10	16-19
27-23	23-16	22-18	19-15	12- 8	I-27-24
1- 6	2- 6-G	14-17	21-25	25-30	White
25-22	32-27	21-14	15-11	8- 3	(Ryan)
9-13-F	6-10	10-17	7-10	30-25	wins
30-26	26-23	23-19	11- 7	3- 8	

D — 27-23, 6-10 (7-10, 19-16 is O.K.), 29-25, 9-14, 18-9, 5-14, makes strong play for white, but the claws in this line were sheared years ago by the defense shown in my book,"It's Your Move."

E — In a club tournament with Tommy Wiswall, my opponent tried 31-27 here, the game proceeding 1-6, 28-24, 10-14, 18-15, 2-7, 24-19, 3-8! 25-22, 14-18, 22-17, 9-13, 27-24, 13-22, 21-17, 20-27, 32-14, 7-11, 14-10, etc., drawn.

F — (Off C) If black trades 9-14, 18-9, 5-14, then 30-26, 11-15, 22-17, 15-24, 28-19, now 7-11, 19-16, 11-15, 16-11, 15-18 may hold up for a narrow draw, but if instead of 7-11, black goes 6-9, then the win is sure by 17-13, 7-11, 13-6, 2-9, 26-22, 20-24 (11-15, 32-28, 15-24, 28-19, 3-8, 22-18, 8-11, 19-16, white wins), *32-28, 3-8, 19-16, 11-20, 28-19, 20-24, 19-16, 10-15, 16-11, 8-12, 11-7, 12-16, 7-2, 9-13, 2-7, 24-28, *22-17, 13-22, 7-10, white wins — Wm. F. Ryan.

G — (Off C) The game has been well played to this point. The move taken loses and subsequently runs into a stock problem win that occasionally pops up in play. Here, Cameron had an easy draw by 9-14, 18-9, 5-14, 26-23 (16-12, 7-10, 22-17, 13-22, 26-17, 11-15, 17-13, 2-6, 31-27, 15-18, 21-17, 14-21, 27-24, 20-27, 32-7, 3-10, 12-8, 10-15, 8-3, 15-19, etc., drawn), 11-15, 32-27, *7-11, 16-7, 3-10, 23-19, 15-24, 28-19, 2-7, drawn — Wm. F. Ryan.

H — (Off C) Nothing better. Against 10-14, 31-26 is the killer, and if 10-15, then *21-17, 15-19, 31-26, will do it.

I — (Off C) A real old chestnut that has tilted many a titlist. Kear's Ency. credits this win to A. Lambie vs. J. Alexander.

GAME 11 9-14, 22-18, 11-15

Cameron-Black					Ryan-White
9-14	9-13	3- 7	19-26	2- 7	19-28
22-18	25-22	32-27	30-23	5- 1	10-19
11-15-A	4- 8	11-16	6-10	10-15	28-32
18-11-A	23-18	27-23	14- 9-K	1- 6	27-23
8-15	14-23	16-20	1- 5-L	11-16	32-27
25-22-C	27-18	23-16	28-24	23-18	22-18
5- 9	15-19	12-19	5-14	7-11	12-16
29-25-I	24-15	31-27	18- 9	6-10	19-12
7-11	10-19	8-12-J	7-11	16-19	11-15
22-17	17-14	26-23	9- 5	18-14	18-11

and 27-9, drawn.

Notes by Wm. F. Ryan

A — Although white enjoys a wide choice of play on this three-mover, black is under no real strain. Cameron tried the alternative jump by 18-9 in Game 12, the game developing as follows:

18- 9	28-19	27-11	32-28	23-19	30-25
5-14	4- 8	7-16	7-11	20-24	24-27
25-22	29-25	31-27	27-23	19-16	16-11
8-11	8-11	16-19	3- 7	11-20	27-31
22-17	25-22	23-16	23-16	28-19	17-14
11-16-B	11-15	12-19	11-20	20-24	10-17
24-19	17-13	22-17	26-23	19-16	21-14
15-24	15-24	2- 7	7-11	14-18	Drawn

B — (Off A) Back into a major Pioneer formation. The game from here on follows a familiar path that has been trodden countless times, and which has been extensively explored in Reisman's Pioneer book, so I will not attempt to retread the territory here.

C — In the recent Wiswell-Hopper match for the "unrestricted" checker championship (whatever that is), the following was played at this juncture: 23-18, 14-23, 27-11, 7-16, 25-22, 4-8, 26-23, 16-20, 24-19, 8-11, 30-26, 2-7, 22-17 (22-18, 5-9, 26-22, 9-13, 32-27, 13-17, 22-13 is easier for white), 11-15-(D), 17-13-(E), 15-24, 28-19, 20-24, 29-25, 7-11, 21-17-(F), 24-28, 25-22, 11-15, 32-27, 15-24, 27-20, 5-9, 22-18, 28-32, 26-22, 3-8, Wiswell won. It would be sheer pretense and empty

flattery to rate this game as anything better than a wretched example of titular play.

D — (Off C) Or 5-9, 29-25, 11-16, 25-22, 7-11, 17-13, 11-15, 32-27, 15-24, 28-19, 3-8, 22-18, 8-11, 26-22, 10-15, 19-10, 6-15, 13-6, 1-10, 21-17, 15-19, 18-14, 19-26, 14-7, 26-30, 22-18, 30-25, 17-14, 16-19, 18-15, 11-18, 27-23, drawn — Wm. F. Ryan.

E — (Off C) The annotator of the Wiswell-Hopper game, John T. Bradford, writes, "This seems definitely the loser (17-13)." As a matter of fact, it is the only move to draw. "Brad" usually calls them right, but in this instance he either had too much turkey for dinner, or else somebody was ghost-writing the annotations under his name.

F — (Off C) Oh no, Mr. Hopper! How could you? This is the real dodo and loses immediately. Bradford says, "25-22, 11-16-(G), 22-18, 5-9, etc., would lose, and it would have been a little better." In fact, it is so much better that it draws with delightful decisiveness. Continue: 18-15, 16-20, 15-11, 10-14, 19-15, 12-16 (24-27, 31-24, 20-27, 11-7, 3-19, 23-16, 12-19, 32-16, 1-5, drawn — Wm. F. Ryan), 26-22, 24-27, 31-24, 20-27, 22-17, 27-31, 17-10, *9-14, 21-17, 14-21, 23-18, etc., easily drawn — Wm. F. Ryan.

G — (Off F) Or 5-9-(H), 23-18, 11-16, 26-23, 16-20, 31-26, 10-14 (24-28, 19-16, 12-19, 23-16, 20-24 or 10-14 is a little stronger — Editor, but Ryan shows this loss if instead of 10-14: 12-16, 19-12, 24-27, 12-8, 3-12, 18-15, 10-19, 23-16, 12-19, 32-16, White wins — Wm. F. Ryan), 15-10, 6-15, 18-11, 12-16, 13-6, 1-10, 11-7, 27-31, 7-2, 10-15, 2-6, etc., drawn — Wm. F. Ryan.

H — (Off G) Mr. Ryan gave no play by 3-8 at this point. 3-8 and if 23-18, 11-16, 26-23, 8-11 looks powerful — Editor.

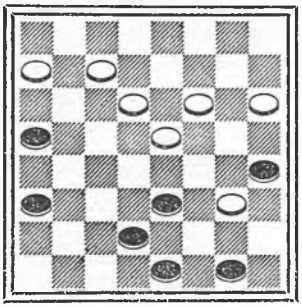
I — Off on another experiment! White can safely go 24-20, 24-19, or 23-18 here. These moves have all been tried and carefully examined, and found to offer little more than an even game.

J — I've been here before. Cameron's 8-12 is considerably stronger than a draw I published on 8-11, in the second Banks-Ryan blindfold match games book, from a slightly different order of moves in the run-up. Continue: 8-11, 26-23, 19-26, 30-23, 6-10, *21-17, 1-5, 28-24, 2-6, 23-19, 6-9, 19-16, 11-15, 18-2, 9-25, 2-7, 13-22, 7-14, 22-26, 24-19, 26-31, 27-23, 31-26, 23-18, 26-23, 18-15, 25-30, 15-10, 30-25, 7-10, 25-22, 14-9, 5-14, 16-11, 23-16, 7-3, 16-7, 3-26, drawn — Wm. F. Ryan.

K — The effect of Cameron's 8-12 move is now apparent, for while 21-17 draws at this point, when 8-11 is played at J, it won't draw against 8-12. Continue at K: 21-17, 1-5, 28-24, 2-6, 24-19, 6-9, black wins.

L — This mid-game has more tricks in it than Foxy Grandpa ever knew. It fooled Cameron completely. Believing that he was getting the worst of it, he prematurely struck out for a draw here, when actually I was beginning to wonder if I had a draw left on the board! See diagram:

IT'S MIGHTY SWAMPY HERE



Black to Play

Newell W. Banks and Carol Binsack of Fremont, Ohio, were interested spectators at the match, and for some time after this game was played they worked on 7-11 at L, believing it would win, but finally conceding it would only draw. Had Cameron played 7-11 he might have won, as the following critical play suggests: 7-11, *9-5, 2-6, *28-24, 6-9, *21-17, 11-15-(M), 18-11, 9-14, *11-7, 14-21, *23-18, 1-6-(N), 7-2, 6-9, 2-7, 10-14, *27-23! 20-27, 7-10, 14-17, 10-15, 17-26, 18-14, 9-18, 15-24, drawn — Wm. F. Ryan. Of course, I draw these kind every day of the week!

M — (Off L) 11-16, 24-19, 1-6, 5-1, 10-14, 1-10, 14-21, *10-14, 21-25, 14-5, 25-30, 5-9, 30-26, 18-15, 26-17, 9-14, 17-10, 15-6, 13-17, 19-15, 17-22, 23-18, 16-19, 18-14, 22-25, 6-2, 25-30, 2-7, 30-25, 7-11, 25-22, 14-9, etc., drawn — Banks and Binsack.

N — (Off L) If 12-16, then *7-3, is a cinch for white, but if 7-2, then black makes a nice win with 21-25, 2-7, 25-30, 7-14, 30-26, 14-10, 26-17, 10-7, *17-22 (1-6 only draws), 18-14, 22-18, 7-11, 18-9, 11-8, 13-17, 8-12, 17-22, 12-19, 22-26, 19-23, 26-31, 23-18, 31-26, 18-15, 9-14, 24-19, 26-31, 27-23, 31-26, white wins — Wm. F. Ryan.

GAME 13 9-13, 23-18, 10-15

Ryan-Black			Cameron-White		
9-13	10-17	1- 5-G	7-10	17-21	20-24
23-18	21-14	30-26-H	15- 6	25-22	15-11
10-15-A	12-16	4- 8	2-18	21-25	26-22
27-23-B	24-20-D	26-22	31-26	22-17	18-15
6-10	15-18	8-12	8-11	25-30	24-27
32-27	22-15	23-19	19-15	27-23	K-11- 8
5- 9	11-18	15-24	11-16	30-26	Cameron
18-14	20-11	28-19	26-23	23-18	(white)
9-18	8-15	3- 8-I	13-17	16-20	wins.
23-14	26-23-E	22-15	23-14	17-13	

Notes by Wm. F. Ryan

A — This opening has been very thoroughly covered in my Modern Encyclopedia of Checkers, supplemented by additional play in my American Checkerist magazines. The joker is that I never covered the attack incepted by Cameron's 24-20 move at D, and this omission led to my downfall in Game 13 of the match. I'm not superstitious, but I noticed that just before Game 13 got under way, my opponent pulled a salt shaker out of his poncho, and after dashing some salt in the palm of his right hand, he swished the stuff over his left shoulder.

B — In Game 14, Ryan varied here with 24-20, play proceeding as follows:

24-20	4- 8	16-12	1- 6	25-22	23-26
12-16	23-16	10-14	28-24	11-15	2- 6
26-23	8-12	26-23	9-14	16-11	26-30
8-12	32-27	15-19	18- 9	7-16	6-10
30-26	12-19	23-16	6-13	20-11	15-19
16-19	27-23	14-23	24-19	15-24	C-22-18
23-16	5- 9	22-17	2- 6	11- 7	Drawn
12-19	23-16	13-22	29-25	10-15	
27-23	6-10	25-18	6-10	7- 2	

C — Published play to the end. Kear's Encyclopedia credits this game to Sam Gonotsky vs. Alfred Jordan.

D — After Cameron made this move I was totally at sea, and was drowned before I could blow up my water wings.

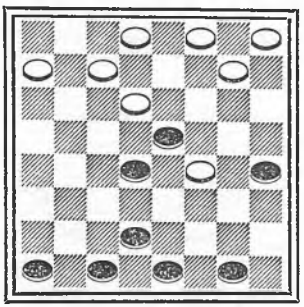
E — The price of ignorance runs high. Unknown to me, Cameron had this same position (playing black) with Walter Hellman in the 9th American tournament of 1937. In that game, Hellman moved 26-23, but annotator Arthur Reisman of Detroit quotes Hellman as lamenting he did not play 26-22 and win. But the book editor, J. T. Bradford, points out that Reisman and Hellman were in error, as 26-22 only draws thus: 26-22, *4-8, 30-26 (the 3 for 2 by 22-17, 13-22, 27-23, etc., is an easy out for black), 8-12, 26-23, *1-6!-(F), 23-19, 15-24, 28-19, *3-8, 22-15, 6-10, 15-6, 2-18, 31-26, 7-11, etc., drawn — J. T. Bradford.

F — (Off E) Draws neatly, correcting Reisman, who gave 12-16, 14-9, 1-5, 23-14, 15-19, 27-24, 19-23, 24-20, 23-26, 20-11, 7-16, 22-17, 13-22, 25-18, 26-30, 18-15, 16-19, 15-10, 19-23, 10-6, 3-7, 6-1, 7-11, 1-6, 11-16, 14-10, white wins.

G — Little did I realize when making this move that I was virtually sealing my own doom. Cameron made the same mistake I did, playing 1-5 against Hellman! I seem to have a talent for falling into the same cauldrons that have stewed other innocents. The position before 1-5 deserves a diagram:

RYAN'S TOMBSTONE

This is where he moved 1-5 and failed to make the grade alive



Black to Play and Draw

J. T. Bradford points out that the right and only way to draw from the illustrated position is *4-8, 14-9 (30-26, 8-12, 26-22, *1-6 draws as in Note E), 1-5, 23-14, 7-10, 14-7, 5-14, 25-22, 2-11, 29-25, 15-19, etc., drawn.

H — Cameron had been over this game thoroughly, and lost no time in wrapping up his win. In the Cameron-Hellman game, mentioned in Notes E and G, the last named played 28-24 here, allowing Cameron to draw by 4-8, 30-26, 8-11, 26-22, 11-16, 24-20, 16-19, 23-16, 7-11, 16-7, 3-26, 31-22, 5-9, 27-23, 13-27, 22-17, etc., drawn. In

reviewing the Cameron-Hellman game in the 9th A. C. tourney book, Bradford showed that 30-26, as played here by Cameron, would force the win.

I — Bradford also shows that 2-6 loses by 22-15, 6-9, 15-10-(J), 9-18, 10-6, 7-11, *19-15, 3-8, *25-21, 18-22, 15-10, 11-16, 10-7, 16-20, 7-3, 8-11, 3-8, 11-16, 8-11, 16-19, 11-15, 19-24, *6-2, 12-16, 15-18, 22-26, 31-22, 24-31, 18-23, 20-24, 2-7, 24-28, 7-11, 16-20, 11-15, 28-32, 21-17, 31-27, 15-18, 27-24, 17-14, 24-28, 14-10, white can win — J. T. Bradford.

J — (Off I) Starred by Bradford, but on my board I get a quicker win by 14-10, 7-14, 15-11, 14-18, 31-26, 9-14, 26-22, 14-17, 22-15, 17-21, 25-22, 21-25, 11-7, 3-10, 15-6, 25-30, 22-18, 30-26, 18-15, 26-31, 27-24, 31-27, 24-20, 27-24, 6-1, 13-17, 15-10, 24-6, 1-10, white wins — Wm. F. Ryan.

K — This was the only game I lost in the match, and the only game in which I was in a losing position. I don't mind losing a game if I learn something, and I certainly got an education out of this one. Cameron had been over the line, and I never saw it before in my life. That's why I lost. Some of our leading players hate to admit they haven't seen a move before, or forgot the right move. But the best of them sometimes get fouled up. In the recent national tournament at Ocean City, Md., Asa Long lost a game to Walter Hellman on a line of play that has been published and played a thousand and one times, but somehow Long lost his way and stumbled into a loss. All the greats have a few "dishpan" moves in their systems, and sooner or later they will crop out in play. But I think the prize boner of all time was made by James Ferrie, Champion of the World, who gave away two pieces for nothing in the first round of a Scottish tourney, losing the game to a Class C player!

GAME 15 10-14, 22-18, 6-10

Cameron-Black					Ryan-White
10-14	4- 8	8-11	11-15	6- 9	18-22
22-18	17-13	29-25	27-23	13- 6	17-14
6-10-A	1- 6	14-18	18-27	2- 9	22-25
25-22	23-18	17-14	32-16	25-21	E-14-10
11-15-B	15-22	10-17	9-18	9-13	etc.
18-11	26-17	21-14	16-11	21-17	Drawn
8-15	12-16	16-19	7-16	13-22	
22-17-C	24-20	30-26-D	20-11	26-17	

Notes by Wm. F. Ryan

A — This opening had turned out to be a real dilemma for even the smartest boys in the master class. The champions all agree that black can draw, but when it comes down to cases, the drawing

routes thus far proposed have all been subject to reformation. It might be said that this opening is still in the experimental stage of development, for much remains to be proved and disproved. One thing is certain: there is no easy drawing line for black in this opening.

B — Only time will show whether this or 12-16 is black's best defense. Former American champion Asa Long prefers 12-16, and has been very successful with it, while World champion Walter Hellman has taken the text in all his important games, and is largely responsible for its development. On the basis of published play, 12-16 seems to work out best, but I think that eventually 11-15 will be proved the superior and most restrictive defense.

C — This makes interesting play, and was taken as a safety measure, being well ahead in the score, but by far the strongest move here is 29-25, as taken by Cameron in Game 16, viz:

29-25	4- 8-G	18- 9	6- 9	22-17	15-18
1- 6	24-20	5-14-L	24-19	12-16	21-17
23-18-F	8-11-I	26-23-M	15-24	11- 7	14-21
14-23	28-24	10-15	28-19	2-11	23-14
27-11	3- 7-K	32-28	11-15	17-13	16-20
7-16	25-22	7-10-N	20-11	10-15	etc.
22-18	9-14	30-26	15-24	13- 6	Drawn

D — White can safely go 25-21, then 11-15, 30-25, 3-8, 31-26, 8-11, 14-10, 7-14, 27-23, 18-27, 32-7, 2-11, 28-24, 14-18, 26-22, 18-23, 21-17, 23-26, 17-14, 9-18, 24-19, etc., drawn — Wm. F. Ryan.

E — The play to the very end was first published as analysis under my name in the American Checkerist magazine.

F — (Off C) Any other move would let black off with a relatively easy draw. This is the one that hurts, giving white a powerful center-of-the-board mid-game.

G — (Aff C) 16-20 is said to be fatal here, but I have carefully worked it over, and I am not at all satisfied that it loses. Here is my summary: 16-20, 24-19, 4-8, 25-22, *10-14-(H), 26-23 (if 18-15, 14-18 draws easily; if 31-27, 14-23, 27-18, 3-7, now if 18-15 or 19-15, then 9-14 draws; and if 22-17, 8-11 draws, and if 21-17, then 8-11, 19-15, 11-16, etc., draws), *6-10, 18-15, *14-18, 15-6, 18-25, 6-1, *9-13, 21-17, 13-22, 30-21, 22-25, 21-17, 25-30, 17-13, 30-25, 1-6, 2-9, 13-6, 25-22, and black should draw, although white admittedly has a strong ending.

H — (Off G) If 3-7, then 26-23, and we have an Edinbugh forma-

tion highligted as a trunk game in my Encyclopedia as drawable. Continue: 8-11, 30-26, 9-13, 22-17, 13-22, 26-17, 20-24, 17-14, 10-17, 21-14, 6-10, 14-9, 5-14, 18-9, 11-16, 9-5, 7-11, 5-1, 16-20, 23-18, 10-15, 19-10, 2-6, 28-19, 6-22, 1-6, 11-16, 19-15, 16-19, 6-10, 19-23, 15-11, 23-26, 10-15, 26-30, 15-19, 22-25 (lest as drawn in the Mod. Ency.), 11-7, 25-29, 7-2, 29-25, 2-7, 25-22, 19-23, 30-25, 7-11, 25-30, 11-15, 30-25, 23-26, 22-17, 15-18, 25-30, 26-23, 30-25, *31-26, and white can win. I rated this ending drawable only after I had consulted the leading problem authorities, calling their attention to the fact that this ending comes up in play quite often, with and without the move in white's favor, and that I could find no published play on the ending. I was then given assurance that the ending was drawable, with or without the move. This explains how I came to rate the ending as drawable, without ever having actually gone into it.

EDITOR'S NOTE: This correction at last move of Note H above (*31-26) is by Jeff Clayton and appeared in the August, 1950 Checker Chatter. Eugene Frazier attempted to reestablish the draw after *31-26 but he was corrected as follows by Chauncey Lemen in the October, 1950 Checker Chatter, page 11: 12-16 (Fraziers move), 23-27, 17-21, 18-15, 21-17, 26-23, 17-22, 27-31, 25-30, *32-27 (Mr. Lemen's correction of Frazier who gave 32-28 to a draw at this point), 30-26, 15-19, white wins as black has no waiting move.

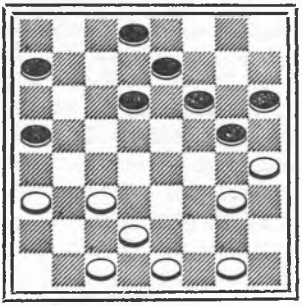
I — Walter Hellman has shown that 16-19 loses here. The following is a sample variation on it: 16-19, 18-15, 3-7 (if 10-14, then 25-22, 14-18, 20-16, 18-25, 16-11, etc., white wins), 25-22, 9-13-(J), 32-27, 5-9, 22-18, 7-11, 18-14, 9-18, 26-23, 19-26, 30-7, 11-18, 7-3, 6-10, 27-23, 18-27, 31-24, 10-14, 24-19, 13-17, 19-15, 17-22, 28-24, 22-26, 24-19, 26-31, 20-16, 31-27, 16-11, 14-18, 11-4, 27-24, 15-11, 24-8, 4-11, 18-23, 11-15, 23-27, 3-8, 12-16, 8-11, 16-20, 15-19, 27-32, 11-15, 32-28, 15-18, 28-32, 21-17, 32-28, 17-14, 28-32, 18-23, 32-28, 23-27, 28-32, 19-23, 32-28, 27-32, etc., white wins — Walter Hellman.

J — (Off I) If 7-11, then *30-25, 11-18, 22-15, 9-14, 32-27, 14-18, 20-16, 10-14, 26-22, 19-23, 16-11, is a losing line for black — Hellman.

K — Leonard Hall of Los Angeles, many times Champion of California, recently suggested the following to draw: 10-15, 25-22, 16-19, 32-28, 9-14, 18-9, 5-14, 22-17, 6-10, now Hall gave 17-13, but instead play 31-27, followed conditionally by 27-23, and it's all over but the shouting, white wins — Walter Hellman.

L — If black jumps 6-13, we reach the layout depicted on the diagram. White now has only one way to force the win, and it is a honey:

A FIVE MOVE CLASSIC



White to move and win

Continue: *22-18, 10-15 (2-6 loses here by 26-22, 6-9, *30-26 — L. L. Hall), *18-14, 2-6 (15-18, 21-17, 13-22, 26-17, 18-22, 17-13, 2-6, 13-9, 6-13, 32-27, 13-17, 27-23, 17-21, 23-18, etc., white wins), *26-22, 6-9, *24-19! 16-23, 31-26, 9-25, 26-3, white wins. As far as I know, none of the beautiful play in this note has ever been published, but I have an idea it was known to Hellman, Tinsley, and Hunt, before I discovered it on my own.

M — In the Hellman-Long World Title Match, Long took 22-17, Hellman making a fine draw by 14-18 in reply.

N — The master minds have tried just about everything here, but the text is all that black has left. If 6-10, then 21-17, 14-21, 23-18, 2-6, 31-27, 6-9, 27-23, 9-13, 24-19, 15-24, 28-19, white wins. This coup is usually credited to Hellman, but it was first shown and published by A. J. Mantell of New York City.

O — This is the point where Cameron passed up his chance to put on the heat. The following is much stronger, and almost wins for white: 31-26, 6-9, 30-25, *2-6!-(P), 24-19, 15-24, 28-19, 11-15, 20-11, 15-24, 23-19 (11-7, *10-15, 23-19, 6-10, 7-2, 24-27, 2-6, 15-24, 6-15, 27-31, 26-23, 9-13, 15-18, drawn), *9-13, 11-8 (26-23, 24-27, 22-18, 6-9, 11-7, 27-31, 7-2, 31-26, 2-7 or 18-15, is also strong, but seems to be no more than a draw), 24-27, 8-3, 27-31, 26-23, *31-27, 3-7, 27-18, 22-15, 12-16, 19-12, 10-19, 7-11, *19-23, 11-15, 23-26, 12-8, 26-30, 8-3, *13-17, 3-7, 6-9, 7-10, 9-13, 10-6, 14-18, 21-14, 30-21, 15-22, 21-17, drawn — Richard L. Fortman. This is an awful ordeal for black, but on the basis of what the master minds have shown so far, white can force this play all the way from 6-10 at A! Hurry, Timothy, the smelling salts!

P — (Off O) The only move to draw. The original drawing plan here, schemed by Walter Hellman, was 9-13, but Ivan L. Stewart of Dawson, Ill., buried it for keeps like this: 9-13, 24-19, 15-24, 28-19, 11-15, 20-11, 15-24, 22-18, 24-27, 18-9, 27-31, 26-22, 12-16, 9-5, 10-14, *23-19 (Hellman's play continued 5-1 to a draw, but this move by

Stewart seems to win), 16-23, 22-18, 23-26 (nothing better), 18-9, 26-30, *5-1, 13-17, 21-14, 30-21, *9-5, 31-26, *14-9, 26-22, *1-6, 22-18, *6-10, 18-14, 10-17, 21-14, 11-8, 14-10, 5-1, 10-14, 1-5, 14-10, 8-3, 10-6, *3-7, white wins — Ivan L. Stewart. A fine example of well seasoned analysis.

GAME 17 10-15, 22-17, 7-10

Ryan-Black					Cameron-White
10-15	25-21	19-26	31-26	16-20	2- 7
22-17	11-16	30-14	12-16-F	23-18	15-18
7-10-A	29-25	7-11	21-17-G	2- 6-M	7-10
17-14	16-19	14- 9-B	8-11	18-11	4- 8
10-17	25-22	5-14	17-13	6-15	10-15
21-14	6- 9	17-10	11-15	11- 7	18-22
9-18	22-17	15-19	26-23	22-26	24-19
23-14	9-18	24-15	18-22	7- 2	31-24
3- 7	26-23	11-18	28-24	26-31	15-18
					Drawn

Notes by Wm. F. Ryan

A — In my Modern Encyclopedia of Checkers, this opening is appraised as follows: "The removal of a piece from the apex aquare (7 or 26) in the early part or opening moves of a game almost invariably causes a formational weakness. In this three-mover, the foregoing general rule holds good, black getting the inferior game."

B — Ryan scored in Game 18 with 27-23 here, as shown hereunder:

27-23	18-27	24-20	4- 8	23-19	22-26
15-18-C	32-23	2- 6	31-27	13-17	7-16
14- 9	11-15-D	10- 7	9-13	27-24	26-31
5-14	21-17	6- 9	17-14	18-22	16-11
17-10	8-11	7- 3	15-18	3- 7	etc.

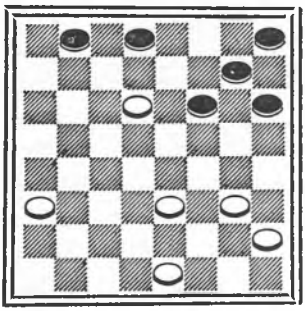
Ryan won.

C — (Off B) Extremely weak, but I doubt if it loses. The best move here is 11-16, and I quote the following on it as taken from my Modern Encyclopedia: 11-16, 14-9, 5-14, 17-10, 16-19, 23-16, 12-19, 31-26, 8-12, 21-17, *4-8, 17-13 (if 32-27, *12-16), *2-6, 32-27, *15-18! 24-15, 18-23, 26-19, 8-11, drawn, Wm. F. Ryan. Note the similarity between this drawing idea and the one shown in Note H.

D — (Off B) This fades fast without a fight. Due to black's poor choice at C, Cameron found himself sorely pressed and unable to

cope with the situation in the five minute time limit, but I believe he could have pulled through with 11-16. See diagram:

CAMERON'S LAST CHANCE



Black to play and draw

Continue: 11-16, 24-19, *16-20, 19-15 (if 21-17, then *20-24, 23-18, 8-11, 10-7, *24-27, 31-24, 11-16, drawn), *1-5-(E), 21-17, 5-9, 17-13, 9-14, 10-6, 2-9, 13-6, 8-11, 15-8, 4-11, 6-2, 11-15, 2-7, 15-18, 23-19 (31-27, 18-22, 7-10, 14-17, 10-14, 17-21, 14-17, 22-26, 17-22, 26-31, 28-24, 12-16, drawn), 18-23, 7-10, 14-17, 10-14, 17-21, 14-18, 23-27, 31-24, 20-27, 18-22, 27-31, 28-24, 31-27, 24-20, *27-23, drawn — Wm F. Ryan.

E — (Off D) A neat win lurks here, for if 12-16, white effects the surprise tie-up by 21-17, 8-12, 15-11, 2-6, 10-7, 6-10 (nothing better), *7-3, 10-15, *11-8, 4-11, 3-8, 1-6, 17-14, white wins — Wm. F. Ryan.

F — The game up to this point has been thoroughly expounded in my modern Encyclopedia of Checkers.

G — A move that has been tried here several times in the last six years is 28-24. It first got an "airing" right after the big Newark National tournament in 1946. Tommy Wiswell tried it on me in the finals of the 1948 Brooklyn Master's Tourney, the play proceeding as follows: 28-24, 1-5-(H), 21-17 (if 24-20, then 5-9, 20-11, 8-15, 10-6, 18-22, 26-17, 9-13, drawn — M. Chamblee), 5-9, 17-13, *8-12, 13-6, 2-9, 10-7, 9-13, 7-2, 18-22, 26-17, 13-22, 2-7, 22-26, etc., drawn. According to my secret notebook of top drawer information, Edwin F. Hunt was the first player to try 28-24, when he sprung it on Kenneth Grover at the Nashville National Tourney, staged a few months before the Newark embroglio. As an aftermath of the Grover-Hunt game, the Hellman-Hunt-Chamblee axis "cooked" the 28-24 move to spring on the innocents at the Indianapolis and Newark national tourneys. However, one of my devoted couriers in the field, who quietly sat in at the Nashville junket, promptly informed me of the sinister doings in Dixie. I rushed for my board in nothing

flat, determined to thwart the threatened invasion from the west, and hastily rigged up the draw defense outlined in Note H. As matters turned out, the position failed to come up in any important games at Newark, so all the plotting was for nothing.

H — (Off G) This is generally believed to be the only move to draw, and it is probably best. As far as I know, it was worked out by Maurice Chamblee immediately after the Grover-Hunt game was played at Nashville. However, 8-11 is quite sound and was the way I had planned to meet the 28-24 move originally. The following play illustrates the principal drawing ideas on the 8-11 defense: 8-11, 26-23, *18-22-(I), 24-20-(J), 22-26, 32-28-(K), 26-30, 27-24, *1-5, 10-7, *11-15! 20-11, 15-19, 23-16, 4-8, drawn. In the Tinsley-Chamblee match games book, published in 1949, Chamblee credits this play to himself. However, he got the play from me. After the Newark tournament in 1946, Chamblee stayed on in New York, and one night we discussed the situation at H. Chamblee showed me the 1-5 draw at that point (which I did not know), claiming 8-11 would lose. Having gone over 8-11 (see Note G), I told him I thought 8-11 would draw. We then went over the position together, and it was I, not Chamblee, who produced the play shown in this note, forcing Chamblee to revise his impetuous conclusions, this being no sizeable achievement.

I — (Off H) In the Grover-Hunt game, the first named moved 2-6 here, the play continuing 23-14, 6-15, 24-20, 16-19, to a draw. But after the game it was discovered that instead of Hunt's 24-20 move, white could make a problematical win by 14-10, 16-19 (nothing better), 10-7, 19-28, 7-3, etc. As a result of this post mortem, the top brass at Nashville concluded 8-11 at H to be a loser, Chamblee working out a draw on 1-5, as played between Wiswell and myself. I don't believe any of the heavyweights have ever given the 8-11 move a thorough probing. It's a case of mass wishful thinking. They went to believe it loses, and have passed sentence on it without a trial by examination.

J — (Off H) This was the move Chamblee claimed would win. However, Marion Tinsley told me that 10-7 is correct to win, but on my board it draws easily like this: 10-7, *22-26, 7-3, *26-31 (the win killer!) 3-7 (23-18, *1-6, now if 3-7, 4-8 draws, and if 3-8, 16-19 draws, and so does 2-7! 8-15, 16-19, drawn!), *4-8, 32-28, *16-20, 7-16, 8-11, 16-7, 2-11, 23-18 (23-19, 31-26, 21-17, 1-5, drawn), 1-5, 21-17, 31-26, drawn — Wm. F. Ryan. This precision built draw scuttles a lot of phony white wins that have been living on borrowed time, for want of an experienced executioner in the red herring department.

K — (Off H) In annotating one of the Tinsley-Chamblee match games in his book, "Checkers and the Experts," Maurice Chamblee shows the following play, crediting same to himself, although he got

it from me (see Note H): 10-7, 26-30, 27-24 (7-3, 11-15, 20-11, 30-26, drawn), *30-25, 7-3 (24-19, 25-30, 19-12, 11-15, etc., drawn), 25-22, 3-7, 4-8, 7-3, 8-12, 3-7, 1-6, 32-28, 6-10-(L), 7-14, 22-18, and Mister Chamblee leaves the position as drawn. Continue: 14-10, 18-27, 21-17, 11-15, 20-11, 27-20, 10-19, 20-16, 19-15, 16-7, 28-24, 7-3 (nothing better), 17-14, 2-7 (if 3-7, 14-9 wins), 14-9, 3-8, 9-6, 8-4, 15-18, white can win — Wm. F. Ryan.

L — (Off K) This loses. The real draw is by the see-saw 22-25, 7-3, 25-22, etc.

M — Left as drawn in my Modern Encyclopedia of Checkers. White has nothing at all and can easily lose the ending by careless play.

GAME 19 10-14, 24-20, 11-16

Cameron-Black					Ryan-White
10-14	25-18	6-13	31-26-O	27-32	15-11
24-20	3- 8-D-E	29-25	16-19	2- 7	19-24
11-16-A	26-22	2- 6	20-16	9-14	17-14
20-11	7-11-F	25-22	11-27	18- 9	24-27
8-15	30-25	11-15	32-16	10-15	22-18
28-24-B	9-13	21-17	15-19	26-23	27-31
6-10	18- 9	6- 9	16-11	32-27	9- 6
24-20	5-14	23-18	19-24	23-18	31-26
1- 6	22-17-L	8-11-N	11- 7	15-19	6- 1
22-18	13-22	27-24	24-27	18-15	26-22
15-22	25- 9	12-16	7- 2	27-23	18-15

White (Ryan) wins.

Notes by Wm. F. Ryan

A — One of the eighteen 3-move openings featured in the 2nd edition of my Modern Encyclopedia of Checkers, and I might add, only one correction of play has been shown on that opening in the book. It has been widely rumored that over 200 corrections have been shown on my Modern Encyclopedia. (Here Mr. Ryan goes on to offer to "pay $15.00 on the line to the first person who will submit to me only fifty bonafide corrections on the book, not merely improved or supplementary play." It is sad that Mr. Ryan did not live to get response to this offer, or to put his great checker playing mind to work on the revised edition of Warren's Corrections of Ryan's 2nd edition Modern Encyclopedia—Editor.

B — This, and 22-18, are white's principal attacks. Cameron tried the latter move in Game 20, resulting in the subjoined continuation:

22-18	8-11	26-10	10-15	25-22	16-19
15-22	22-17	7-14	18-14	16-20	20-16
25-18	2- 6	23-18	1-17	32-28	19-23
6-10	17-13	14-23	21-14	20-27	16-12
26-22	10-15	27-18	3- 7	31-24	7-11
4- 8	30-26	6-10	29-25	12-16	12- 8
28-24	15-22	13- 6	11-16	24-20	C-15-18
					Drawn

C — (Off B) This game, almost to the end, was first published as analysis under my name, in the Modern Encyclopedia. Since then, it has been played numerous times, notably in the Long-Hellman world title match of 1948.

D — The standard defense, as developed by A. J. Mantell, Walter Hellman, and others. If 9-13, 18-9, 5-14, white can force this critical play: 29-25, 4-8, 25-22, 8-11, 23-18, 14-23, 27-18, 6-9, 30-25, 10-14, 18-15, 11-18, 22-15, 14-18, 26-23, 18-27, 32-23, 9-14, 15-11, 7-16, 20-11, 12-16, 25-22, *16-20, 31-27, 2-6, 23-19, 6-10, 27-23, 20-24, 22-18, 24-27, 18-9, 7-31, 23-18, 31-27, 18-14, 10-17, 21-14, 27-23, 19-16, 23-19, 16-12, 19-15, 12-8, 15-18, drawn — Wm H. Hammer. This play improves on figures given in the Modern Encyclopedia, but does not correct that book. It merely shows stronger play.

E — If black attempts 4-8 here, he cannot run the play into Note D, as white replies *26-22, 8-11, *27-24, 11-16, 20-11, 7-16, *22-17 (24-19, 3-7, 29-25, *9-13, 18-9, 5-14, 22-18, *13-17, allows black a thin draw), 16-20, *18-15, 20-27, 31-24, 10-26, 17-1, 26-31, 1-6, 9-14, 6-10, 14-18, 32-27, and white is powerfully arrayed. There may be a narrow draw for black somewhere along the route after 4-8 at E, but at best it would be rough going.

F — In view of Karl Albrecht's fine play in Note L, this 7-11 is out of joint and must be rated a loser. The correct move is 9-13, as recommended in my Modern Encyclopedia of Checkers, and I append hereunder some interesting new play on it, not found in that book:

9-13	11-15-K	7-11	18-25	10-15	23-26
18- 9	23-18	30-26	29-22	19-10	12- 3
5-14	14-23	15-18	10-14	12-19	26-30
31-26	26-19	22-15	20-16	20-16	10- 6
7-11-G-H	2- 7	11-18	6-10	18-23	30-25
27-24- J	32-28	26-22	24-20	16-12	Drawn

G — (Off F) The only good move to draw. Note H shows how to beat 6-9 and 14-17. The natural trade by 12-16 just barely draws: 12-16, 20-11, 8-15, 29-25! 6-9-(I), 23-18, 14-23, 27-11, 7-16, 22-18,

*4-8, 25-22, *8-11 (if 2-7, 30-25 is powerful), 21-17, *16-19 (not 2-7, *26-23, 16-19, 23-16, 11-20, *32-28! 7-11, 30-25, 11-16, 25-21, 16-19, 18-15, white wins), 32-27, *2-7, 26-23, 19-26, 30-23, *11-16, 27-24, 16-20, 24-19, *7-11, 19-16, 11-15, 18-11, 9-14, 11-7, 14-21, 22-18, 21-25, 7-2, 25-30, 23-19, 30-26, drawn — Wm. F. Ryan.

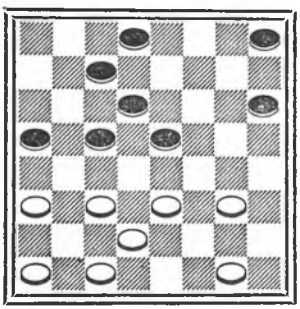
H — (Off F) If 14-17, 21-14, 10-17, then *23-18, 6-9, *29-25, 17-21, *27-24, now if 8-11, 18-14 wins, and if 7-10, 24-19 wins, and if 7-11, 18-15 wins. Again at H, if 6-9, then 23-19, 7-11, 27-24, 11-16, 20-11, 8-15, 26-23, 4-8, 29-25, 8-11, 32-28, 2-6, 30-26, white wins — Wm. F. Ryan.

I — (Off G) If 14-17, 21-14, 10-17, 25-21, 6-10, 21-14, 10-17, 23-18, 7-11, 18-14, white wins. If 7-11 at I, then 23-18, 14-23, 27-18, 6-9, *32-27, 4-8, *27-24, 8-12, 21-17, 12-16, 24-20, 16-19, 26-23, white wins — Wm. F. Ryan.

J — (Off F) Or 29-25, *6-9, 27-24, *11-15, 32-27! *2-7, 23-19, *14-18, 26-23, 9-14, 21-17, 14-21, 23-14, 10-26, 19-3, 13-17, 30-23, 21-30, drawn— Wm. F. Ryan.

K — (Off F) Anything else here would be courting disaster. If black trades 11-16, 20-11, 8-15, we reach the situation on the attending diagram. Black can make it through to a draw, but the route is spiked with thistles.

IT BRISTLES WITH THISTLES



White to play — Black draws

Continue: 32-28, *4-8, 24-19, 15-24, 28-19, *2-7, 29-25 (if 19-16, 12-19, 23-16, *13-17, 22-13, 8-12 draws), *14-17, 21-14, 10-17, 19-15, *6-9 (if 12-16, 23-18, 7-10, *18-14! 10-19, 25-21, white wins — a neat swindle), 23-18, 17-21, 26-23, 7-11, 15-10, 11-16, 10-6, 16-19, 23-16, 12-19, 6-1, 19-23, 1-5, *9-14, 18-9, 23-26, drawn — Wm. F. Ryan.

L — This is undoubtedly the spot where my win went to pot. The two-for-two looked strong and logical, but as Cameron muffed a draw at N, my 22-17 won't hold up for a forced white win. Editor Albrecht found the following winning combination after I had adjud-

icated this position as drawable: *27-24, 6-9, *31-27, 2-6-(M), *23-19, 14-18, 22-15, 11-18, *20-16, 9-14, 24-20, 6-9, 13-17, *27-23, 18-27, 32-23, 10-15, 19-1, 12-26, 25-22, white wins), 25-22, 18-25, 29-22, 10-15, 19-10, 12-19, 22-18, 14-23, 27-18, 19-23, 10-6, 23-26, 6-1, white wins — Karl Albrecht.

M — (Off L) If 10-15, the win is clinched by *23-18, 14-23, 27-18, 12-16, 21-17, 16-19, 32-28, 19-23, 17-14, 23-26, 14-5, 26-30, 25-21, 30-26, *24-19, 26-17, 19-10, 17-22, 5-1, 22-6, 1-10, white wins — Karl Albrecht.

N — This loses. 15-19 will draw. The following is the closest I can get to a white win: 15-19, 18-15, 9-14, 15-6, 14-21, 6-2, 21-25, 2-7, *25-30, 27-23, (7-3, 30-26, *27-23, drawn), 19-26, 7-10, 8-11, 32-28, 4-8, 28-24, 30-25, 24-19, 25-18, 31-15, 11-18, 10-15, 18-23, 20-16, drawn — Wm. F. Ryan.

O — Mr. Cameron probably overlooked the impact of this move when playing 8-11 at N.

GAME 21 9-14, 24-19, 11-16

Ryan-Black				Cameron-White	
9-14	17-10	32-27	11- 7	22-26	16-11
24-19	7-14	7- 3	20-24	11-16	18-15
11-16	31-26	9-13-D	2- 6	19-23	11- 8
22-18	3- 7	19-16	24-27	12- 8	15-11
5- 9-A	26-22	12-19	7- 2	26-31	8- 4
25-22	7-10	3-12	27-31	8-12	11- 7
8-11	29-25-B	19-23	2- 7	31-26	4- 8
28-24	2- 6	22-18	31-26	16-20	24-19
16-20	22-18-C	23-26	7-10	26-22	8- 4
22-17	6- 9	18-14	23-18	17-13	7- 3
9-13	25-22	27-23	6- 2	23-27	4- 8
18- 9	1- 5	14-10-E	26-23	20-16	19-15
13-22	32-28	23-19	2- 7	18-15-F	Black
26-17	11-16	15-11	18-14	16-19-G	(Ryan)
6-22	18-15	26-31	10-17	15-24	wins.
30-26	14-18	10- 6	13-22	28-19	
4- 8	23- 7	31-26	21-17	27-24	
26-17	16-32	6- 2	23-18	19-16	
10-14	24-19	26-23	7-11	22-18	

Notes by Wm. F. Ryan

A — There is no strength in this move at all, but black is on the defensive anyway, no matter what move is taken. Having a three game lead over my adversary, the text was undertaken solely for the purpose of putting myself under pressure, my theory being that

he who develops versatility in the art of defense will never lack in the attack! The surest formula I know of for winning at checkers is to first learn how to wiggle out of weak situations. In the 22nd game Cameron adopted 8-11 at A, black's safest move, the game proceeding as under:

8-11	27-11-H	16-23	22-15	12-19	28-24
18- 9	7-16	26-19	7-11	27-23	I- 8-11
5-14	22-18	4- 8	21-17	18-27	24-19
25-22	1- 5	25-22	11-18	31- 6	I-11-15
11-15	18- 9	3- 7	30-25	9-13	19-10
29-25	5-14	32-27	6- 9	25-22	I- 9-14
15-24	23-19	14-18	19-16	2- 9	Drawn

B — Since my opponent no longer had anything worthwhile to play for, he should have forced a drawing clearance here by 22-18, 1-5, 18-9, 5-14, 23-18, etc. The outcome of this game dramatically illustrates what usually happens to a player who bends unwarranted effort on a position that involves more liabilities than possibilities. It is all right to protract play, or gun for a win, if there is reasonable evidence or promise of an advantage, but one should never make a practice of playing David, and try to bump off a biggie with a bean-shooter.

C — Mr. Cameron seemed determined to make it hard on himself. Here, he no doubt saw (and spurned) the easy way by 22-17, 11-15, 25-22, 8-11, 17-13, 1-5, 21-17, 14-21, 22-17, drawn.

D — A subtle waiting move that apparently caught Cameron off guard.

E — This is the one that practically cost Sir Cameron the game. While it does not lose, it allows black to build up a powerful ending. He should have played 12-16, to prevent black from gaining control of square 19.

F — Realizing that I probably had no forced win, I deliberately invited my opponent to trade off, and he bit on the bait!

G — The loser, and allows black to execute and unusually deceptive version of "The American" win. 12-8 still draws, if followed up with seasoned skill and sustained vigilance.

H — (Off A) Varies from my Modern Encyclopedia of Checkers, and was first played, I believe, in the Tinsley-Chamblee match. The following interesting game on the 28-19 jump was contested recently between former Texas champion, Harry Orton, and myself: 28-19, 4-8, 22-18, 8-11, 18-9, 6-13, 25-22, 2-6, 27-24, 16-20, 32-28, 20-27, 31-24, 11-16, 24-20 (varies from my Modern Ency., but is no improvement),

7-11, 28-24, 3-8, 30-25, 10-15, 19-10, 6-15, 21-17, 15-18, 23-14, 16-19, 24-15, 11-18, 22-15, 13-31, drawn.

EDITOR'S NOTE: For some excellent play on the 27-11 jump at H, see Wm. Subkow's contribution in Checker Chatter Game 1435, July-Sept., 1959.

I — (Off A) A nice crossboard game, with a cute finishing touch. Some of the spectators, not foreseeing the pitch and pinch play, were sure that Mr. Cameron had blundered.

GAME 23 12-16, 22-17, 16-19

Cameron-Black					Ryan-White
12-16	10-17	8-12-F	16-20	7-10	3-12
22-17	21-14	19-15	26-23-G	15-11	4- 8
16-19	8-11	11-16	19-26	10-15	12-16
24-15	28-24	15-11	31-15	27-24	8-11
11-18-A	4- 8-D	16-19	9-18	20-27	16-20
23-14	24-19	11- 8	29-25	32-14	I-14-10
9-18	6- 9-E	12-16	1- 6	15-19	etc.
17-14-B	25-21	8- 4	21-17	11- 8	Drawn

Notes by Wm. F. Ryan

A — For more than 30 years the "experts" have all been jumping 10-19 here, leading to a powerful attack for white. In my world title match with Walter Hellman in 1949, I jumped 11-18 and got an easy draw. Now everybody's doing it!

B — This is seldom tried, but is just as good as the more conventional continuation by 26-23. With a comfortable lead, and the match nearing an end, I wanted to keep the play away from usual lines as much as possible. My theory in match play is this: When ahead in the score, never wait until your opponent throws you off. Throw him off first and keep him off balance. Never give him a chance to organize "psychological pressure" against you. Constantly remind him by your tactics that you are as good as he is in a "wild cat" crossboard game, and that any reckless try for a win is more likely to fail than succeed. Cameron pressed 26-23 in Game 24, the continuation being:

26-23	1- 6	17-10	7-10	13- 6	10-15
6- 9	23-14	7-14	22-17	2- 9	16-12
23-14	6- 9	25-22	11-15	27-23	C-15-18
9-18	31-26	18-25	23-19	18-27	etc.
30-26	9-18	29-22	5- 9	32-23	Drawn
8-11	26-23	3- 7	17-13	4- 8	
26-23	10-14	28-24	15-18	19-16	

C — (Off B) A fluid crossboard game, as mild as an afternoon tea. The play was so dull I noticed one spectator had dozed off and was resting his head for support on the shoulder of our distinguished timekeeper, J. D. Jarman of Ocean City, Md. As the game ended, I slapped my hand on the table and bellowed, "Time!" The snoozer jumped up with a blank expression on his face and queried, "Whose move is it?"

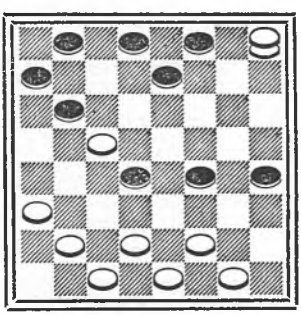
D — In view of the play shown in Notes E and F, the text move (though natural) is apparently week. 11-15 is indicated here, and seems to work out better. For example: 11-15, 26-23, 4-8, 23-19, 8-11, 19-10, 6-15, 30-26, 1-6, 32-28, 18-22, 26-17, 6-9, 25-22, 9-25, 29-22, 11-16, 27-23, 16-20, 17-13, 20-27, 31-24, 7-10, 22-17, 2-7, etc., drawn —Wm F. Ryan.

E — 11-15, 19-10, 6-15, does not work out well here, as white replies 25-21, followed by 21-17 next, and gaining a powerful control of squares 14 and 17.

F — Another weak move, and this time it almost loses. 9-13 would have been better, followed up by 1-6 next.

G — I began to sense danger here, and believing that a sure draw on the board is better than a ghost win in the brain, I decided to make an immediate clearance to improve the "weather." With a winning margin of games already under my belt, there was no need for energetic measures. However, my post mortem shows that 29-25 is considerably stronger here, and would have forced Cameron to pick an all-star route to draw. The diagram identifies the set-up after 29-25:

JUNGLE TRAIL



Black to play and draw

Continue: *1-6, 26-22, *19-24-(H), 22-15, 9-13, 30-26 (21-17, 7-10, 15-11, 2-7, 11-2, 10-15, etc., draws), *7-10, 15-11, *5-9, 11-8 (26-23, 10-14, 4-8, 3-12, 32-28, 9-13, 28-19, 13-17, 11-7, 2-11, 19-16, 12-26, 31-8, 6-10, 8-3, 10-15, 3-7, 15-19, 7-10, 19-24, 27-23, 24-27, 23-19, 27-31, 19-16, 31-27,

16-11, 27-23, 11-7, 23-18, 7-2, 20-24, 2-7, 24-27, 7-11, 27-31, drawn — Karl Albrecht) 3-12, 4-8, 10-14, 8-11, 6-10, 26-23 or 11-8, then 10-15 (threatening 15-19) breaks through and draws — Wm. F. Ryan.

H — (Off G) I had originally mapped out a draw by 18-23! 27-18, 19-24, but Editors Albrecht and Mitchell kayoed it like this: *30-26, 7-11, *14-10, 6-15, 21-17, 2-7, 17-13, 9-14, 18-9, 5-14, 13-9, 11-16, 9-6, 7-11, 6-2, 16-19, 2-6, 14-18, *26-23 (the one that upset the apple cart), 19-26, 6-10, 24-28, 10-19, 18-23, 31-27, white wins.

I — An interesting game, well off the beaten track, and proves there are always new ways to be found for pushing the pieces around in a fashion safe and sound.

GAME 25 11-16, 24-19, 16-20

Ryan-Black			Cameron-White		
11-16	22-17	3- 7	15- 8	11-18	27-24
24-19	9-13	30-26	4-11	21-17	20-27
16-20-A	26-23	7-11-C	25-22-F	14-21	32- 7
23-18-B	13-22	26-22	6- 9	23- 7	Drawn
10-14	25- 9	11-18	22-18	2-11	
18-15	5-14	22-15	1- 5	19-16	
7-10	29-25	8-11-E	18-15	12-19	

Notes by Wm. F. Ryan

A — An old two-mover, now threadbare from years of constant pounding and usage, that had its heyday in the Wyllie-Yates era. Perhaps there are still a few minor spots in this debut (see Note B), but the records show that the opening rarely produces a win in serious play among the modern experts.

B — White now transforms the opening into the Bristol Cross. Quite recently, in an exhibition game at Kansas City, while playing bindfold against "Jake" (the barber) DeBarry, I managed to lose with the black pieces as follows: 22-18, 8-11, 25-22, 10-14, 19-15, 4-8, 22-17, 9-13, 17-10, 7-14, 18-9, 5-14, 29-25, 11-18, 26-22, 2-7, 22-15, 7-10, 23-19, 3-7, 30-26, now 14-17 was my move and draws easily, but with clever forethought I moved 1-5, and then the roof fell in by 19-16! 12-19, 28-24, 19-28, 25-22, 10-19, 22-17, 13-22, 26-3, and at this point the gallery let out with a crescendo of howls and hideous belly laughs, forcing me to resign without further play. Not content to let the matter rest there, my old pal, George W. Farley, rushed

up to me and slyly remarked, "Willie, you must have forgotten to put that stroke in your book, Tricks, Traps, and Shots of the Checkerboard!"

C — Clayton O. Beebe suggests the following to simplify black's defense at this point: 14-17, 21-14, 10-17, 25-21 (19-16 is interesting too), 6-10, 15-6, 1-10, 21-14, 10-17, 26-22, 17-26, 31-22, 8-11, 22-18, 4-8, 18-14 (18-15 draws), 2-6, 23-18, 11-16, *27-23-(D), 20-24, 18-15, *7-11 (24-27, 28-24, white wins), 15-10, 6-15, 19-10, 11-15, 28-19, 15-24, drawn.

D — (Off C) Not 18-15, 16-23, 27-18, 12-16, 28-24, 20-27, 32-23, 7-11, black wins — Beebe vs. Fortman.

E — The following is much safer and easier for black, and for all practical purposes invalidates the usefulness of the Ryan-Gonotsky game quoted in Note F: 2-7, 31-26 (not 23-18, 14-23, 27-18, 12-16, 19-3, 10-19, 3-10, 6-29, black is strong), 7-11, 26-22, 11-18, 22-15, 8-11, 15-8, 4-11, 25-22, 6-9 (not 11-15, 23-18, 15-31, 18-2, 1-5, 2-6, white wins), 22-18, 1-5, etc., drawn — Morris Krantz vs. Wm. F. Ryan.

F — I expected Mr. Cameron to play 31-26 here. I vaguely recalled that I had this same position with Samuel Gonotsky in 1923, and that Sam moved 31-26 and made me sweat. When Cameron played 25-22, I felt I was getting off easy, so in the next game, No. 26, I decided to try 31-26, as apparently Cameron was unaware of its superior strength. This is what happened:

31-26	28-24	25-22	22-17	17- 1	H- 6-10
11-16	1- 5	11-15	15-18	9-14	White
26-22	22-17	17-13	19-15	1- 6	(Ryan)
2- 7-G	7-11	5- 9	10-26	26-31	wins.

G — (Off F) This loses. In my game with Gonotsky I went 6-9 and got a split-the-atom draw like this: 6-9, 22-18, *2-7, 25-22, *7-11, 28-24, 1-5, 32-28, 9-13, 18-9, 5-14, 22-18, 13-17, 18-9, 10-14, 9-6, 17-22, 19-15, 11-18, 6-2, *22-26, 2-6 (2-7, 26-31, 7-11, 31-26, 23-19! — drawn — Richard Fortman), *26-31, 6-10, 18-22, 10-26, 31-22, 24-19, 22-18, drawn. When I showed this play to Cameron right after the game, he spread a grin and exclaimed, "Gee, that's something, isn't it?" This is one of Mr. Cameron's favorite expressions, and he habitually uses it whenever he is impressed by a demonstration of brillian play.

H — (Off F) This win ended the match. Cameron was now trailing by 5 games, and with only 4 more games to go, he could not equalize. Final score: Ryan 6 wins, Cameron 1 win, and 19 games drawn.

BIG LEAGUE CHECKERS

The Ryan-Young Match Games

Wm. F. Ryan vs. Charles Young

East Liberty Y.M.C.A. — Pittsburgh, Penn.

August 3, 4, 5, 1933

GAME 1

Black-Young					White-Ryan
9-13	10-17	2- 6	18-23	31-27	10-15
24-20	21-14	27-23	32-28	24-19	23-26
11-15	15-19	6-10	10-15	27-24	15-19
23-18	24-15	22-17	19-10	19-15	26-22
8-11	11-25	13-22	5- 9	24-19	25-30
18-14	29-22	26-17	14- 5	15-11	22-18
10-17	1- 6	8-11	7-21	21-25	30-25
21-14	30-25	31-27	5- 1	11- 7	20-16
4- 8	6-10	11-15	23-27	19-15	19-23
28-24	25-21	27-24	1- 6	10-19	18-27
6-10	10-17	15-18	27-31	3-10	12-19
25-21	21-14	23-19	6-10	19-23	27-24

Same as Searight vs. McKelvie in Kear's Ency. Drawn

GAME 2

Black-Ryan					White-Young
9-13	29-25	10-14	24-19	13-22	27-23
24-20	5- 9	26-23	5-14	26-17	18-27
11-15	25-22	7-10	19-16	3- 8	32-23
22-17	4- 8	30-26	12-19	28-24	11-15
13-22	23-18	9-13	23- 7	8-12	23-19
25-11	8-11	18- 9	2-11	31-27	15-18
8-15	27-24	1- 5	22-17	15-18	19-15
					Drawn

Same as Ginsberg vs. Long, 7th American Tourney Book

GAME 3

Black-Young					White-Ryan
12-16	11-15	15-19	31-27	23-26	1-19
22-17	29-25	16-11	11- 8	25-21	16-23
16-20	8-12	7-16	27-23	19-23	22-13
17-13	22-17	32-28	8- 4	8-11	28-24
11-15	12-19	19-23	9-14	23-27	5- 9
24-19	23-16	26-12	17-10	11-16	24-19
15-24	15-19	24-27	6-15	27-31	9-14
28-19	25-22	31-24	4- 8	22-18	19-15
8-11	10-15	20-27	15-19	26-22	13-17
25-22	27-23	18-15	21-17	18-15	23-18
4- 8	19-24	27-31	2- 6	6- 9	Drawn
19-16	23-18	15-11	30-25	13- 6	

GAME 4

Black-Ryan					White-Young
12-16	10-17	1- 6	8-11	6- 9	11-15
22-17	21-14	30-26	25-21-A	21-17!	19-10
16-20	6- 9	11-15	4- 8	9-18	7-30
17-14	26-23	24-19	26-23	23-14	Black
9-18	9-18	15-24	8-12	5- 9	(Ryan)
23-14	23-14	28-19	29-25	14- 5	won.

A-25-22 is best — Richard Fortman

GAME 5

Black-Young					White-Ryan
11-16	18- 9	11-15	17-10	19-23	11- 7
24-19	5-14	32-28-A	22-25	27-24	2-11
8-11	29-25	15-24	23-18-B	20-27	8-15
22-18	8-11	28-19	25-30	31-24	27-24
4- 8	25-22	3- 8	26-22	16-20	15-10
25-22	11-15	*30-26	16-19	24-19	24-19
16-20	22-17	8-11	10- 7	23-27	22-17
22-17	15-24	22-18	11-16	19-15	25-22
11-16	28-19	10-15	7- 3	27-31	18-14
17-13	7-11	19-10	30-25	15-11	20-24
9-14	26-22	6-22	3- 8	31-27	10-15
					Drawn

A — 23-18 is usual and better, regular Pioneer — Richard Fortman.

B — 26-22 is starred in Reisman's Pioneer, 2nd edition, page 62, Var. 18. This 23-18 is weak as taken by Reisman vs. deBearn in the 1st edition — Fortman.

GAME 6

Black-Ryan					White-Young
11-16	30-26	6-13	25-22	20-27	20-16
24-19	11-16	25-18	16-23	31-15	23-26
8-11	26-22	4- 8	27-18	5- 9	15-11
22-18	9-13	29-25	1- 5	28-24	7-10
10-14	18- 9	8-11	32-27	12-16	11- 7
26-22	5-14	18-15	2- 7	24-20	10-14
16-20	22-18	11-18	18-15	16-19	18-15
22-17	13-22	23- 7	10-19	22-18	14-18
7-10	18- 9	3-10	27-24	19-23	7- 2

Drawn — P. P.

GAME 7

Black-Young					White-Ryan
10-14	13- 6	13-22	6- 1	26-30	21-17
24-19	2- 9	25- 9	26-31	22-17	4- 8
6-10	27-20	5-14	29-25	30-26	17-13
22-17	8-11	23-18	7-10	17-13	18-22
11-15	22-18	14-23	1- 5	26-23	13- 9
26-22	9-13	27-18	10-15	13- 9	26-23
15-24	18- 9	10-15	5- 9	23-19	9- 6
28-19	5-14	18-14	15-19	9- 6	22-26
7-11	26-22	15-18	9- 6	11-15	6- 1
30-26	1- 5	14- 9	19-23	6- 2	26-31
11-15	31-27	18-23	6-10	31-26	Drawn
17-13	3- 7	9- 6	23-26	2- 7	
15-24	22-17	23-26	25-22	15-18	

Published in Ryan's Scientific Checkers Made Easy

GAME 8

Black-Ryan				White-Young	
10-14	25-22	14-18	2- 7	12-16	10- 6
24-19	7-11	23- 7	19-23	5- 1	27-23
6-10	27-24	2-20	7-10	16-20	6- 2
22-18	16-20	22-18?	31-27	1- 6	19-15
11-15	32-28	20-24	22-18	20-24	2- 6
18-11	20-27	19-15	27-24	6-10-B	26-30
8-24	31-24	24-27	30-25	24-28	25-22
28-19	9-13-A	18-14	23-26	10-15	15-19
4- 8	18- 9	27-31	18-14	28-32	6-10
25-22	5-14	26-22	26-30	15-10	30-25
8-11	24-20	3- 7	14- 9	27-23	Black
22-18	11-15	14- 9	24-27	10-15	(Ryan)
11-16	20-16	7-10	10-14	32-27	won.
29-25	15-24	9- 2	30-26	15-10	
1- 6	28-19	10-19	9- 5	23-19	

A—Now regular Pioneer.

B—6-2, 27-23, 14-10 draws - Editor.

GAME 9

Black-Young				White-Ryan	
9-13	24-20	13-22	31-24	29-25	24-19
24-19	8-11	26-17	6- 9	30-26	23-26
11-15	29-25	15-18	20-11	14-18	28-24
28-24	11-15	19-15	9-13	26-22	26-30
6- 9	27-24-A	18-27	11- 8	18-23	21-17
22-18	4- 8-B	15- 8	13-22	22-17	14-21
15-22	25-22	12-16-D	8- 3	25-22	15-18
25-18	8-11	20-11	22-25	17-13	Drawn
9-14	32-28	7-16	3- 8	10-14	
18- 9	1- 6	24-20	25-29	11-15	
5-14	22-17	3-12	8-11	2- 6	

A — One of Willie's old "Horse-Raddish" lines.

B — 1-5, 25-22, 5-9, *32-28-(C), 4-8, black best but only draws — Fortman.

C — (Off B) 20-16, 3-8, 24-20, 15-24, 23-19, *7-11, 16-7, 2-11, 32-28, 11-16, black wins — Edwin F. Hunt.

D — Ryan in his Scientific Checkers Made Easy gives 14-18 here — Fortman.

GAME 10

Black-Ryan				White-Young	
9-13	6- 9	6- 9	8-11	13-22	12-19
24-19	28-24	32-27-A	30-26	26-10	27-23
11-16	9-18	11-16	11-16	9-14	19-26
22-18	23-14	25-21	25-22	18- 9	31-22
8-11	16-23	4- 8	3- 8	5-14	14-18
18-14	27-18	24-19	14-10	19-15	Drawn
10-17	1- 6	16-20	7-14	16-19	
21-14	26-23	29-25	22-17	23-16	

A — 23-19, now *7-10 is about starred — Richard Fortman.

GAME 11

Black-Young				White-Ryan	
11-15	25-22	10-14	29-25	10-17	*30-25
24-19	15-20	19-15	16-19	21-14	24-27
15-24	22-17	12-16	23-16	19-24	31-24
28-19	4- 8	15- 8	14-23	25-22	20-27
8-11	17-13	3-12	27-18	2- 7	32-23
22-18	8-11	22-17	12-19	22-17	11-15
11-16	26-22	7-10	17-14	7-11	Drawn
					P. P.

GAME 12

Black-Ryan				White-Young	
11-15	11-16	1- 5	11-18	4- 8	31-24
24-19	22-17	17-14	23-14	5- 9	15-10
15-24	16-20	10-17	17-22	8-11	24-19
28-19	31-27	21-14	26-17	29-25	25-21
9-14	3- 7	6-10	13-22	11-16	20-24
22-18	25-22-A	22-18	9- 5	14-10	21-17
5- 9	9-13	10-17	22-26	7-14	Drawn
26-22	18- 9	19-15	5- 1	9-18	
7-11	8-11	5-14	26-31	16-19	
27-24	*30-26-B	18- 9-C	1- 5	24-15	

A — 19-15 is best — Richard Fortman.

B — 9-5, 11-16, 31-26, 7-11, 29-25, 4-8, 32-28, 6-9, black kins — Case vs. Martin — Richard Fortman.

C — 15-8 is given in Ryan's Scientific Checkers Made Easy — Fortman.

GAME 13

Black-Young			White-Ryan		
10-15	25-22	3-10	23-16	6-10-C	27-23
24-19	7-10	21-17-A	12-19	15- 6	19-26
15-24	19-15	10-15	29-25	1-10	30-23
28-19	10-19	18-11	4- 8	25-22	11-15
9-14	23- 7	8-15	17-14	10-14	31-27
22-18	14-23	26-23	9-18	32-27	2- 6
5- 9	27-18	15-19-B	22-15	8-11	Drawn

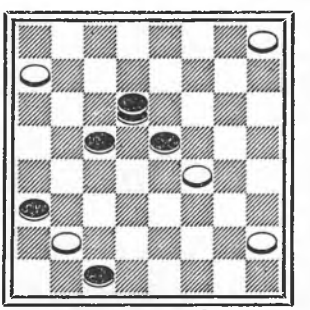
A — Better than the old 29-25 — Richard Fortman.

B — 6-10 lost, Weslow vs. Ryan — Richard Fortman.

C — Or 2-7 — A Duffy-Bradford draw — Fortman.

GAME 14

Black-Ryan			White-Young		
10-15	7-11	8-11	31-26	17-14	1-19
24-19	22-18	27-24	21-17	6- 9	11- 8
15-24	15-22	11-15	26-23	13- 6	forms
28-19	25-18	20-16			diagram
6-10	11-15	15-18			
22-17	18-11	16-11			
9-14	8-15	18-27			
25-22	32-28-A	19-15			
11-15	15-18	10-19			
27-24	31-27	24-15			
5- 9	18-22	14-18			
17-13	26-17	17-14			
2- 6	4- 8	27-31			
	24-20	14- 5			



Black to play

The game continued from diagram:

12-16	31-26	27-31	16-11	18-23	24-20
8- 4	14- 9	6- 2	9- 5	6- 2	9-13
16-20-B	23-18	23-18	11-16	30-26	20-16
29-25	9- 5	5- 9	5- 9	2- 6	13- 9
23-26	18-15	31-27	16-20	26-22	D-16-11!
25-21	5- 1	1- 6	9-13	9- 5	10- 7
26-23	26-23	11-15	19-23	23-19	3-10
5- 1	1- 5	6- 1	13-17	5- 1	9- 6
18-22	15-11	27-24	23-26	11- 7	2- 9
21-17	6- 1	9- 6	6- 9	1- 5	5-23!
22-26	20-24	24-20	15-11	7- 2	White
17-13	13- 9	1- 5	2- 6	6-10	(Young)
26-31	24-27	20-16	26-30	20-24	won!
1- 6	9- 6	5- 9	17-14	14- 9	

A — 29-25 is correct. This 32-28 is the point of the 5-9 line. I think Chamblee got into this weak line against Ryan at the Newark tourney — Fortman.

B — EDITOR'S NOTE: The following would have clinched the black win by a long ending: 18-22, 5-1, 16-20, 14-9-(C), 23-18, 9-6, 18-15, 6-2, 19-23, 2-6, 15-11, 6-10, 23-26, 10-14, 26-30, 1-6, 30-26, 14-9, 11-15, 6-2, 26-23, 9-6, 15-19, 6-9, 23-18, 9-5, 20-24, 5-9, 24-27, 9-5, 27-31, 5-9, 31-26, 2-6, 26-30, 6-10, 18-23, 10-6, 30-25, 9-14, 25-21, 14-9, 22-26, 9-14, 26-31, 14-9, 31-26, 6-2, 23-18, 2-6, 26-23, 6-2, 18-15, 9-6, 15-11, 6-9, 3-8, 9-6, 8-12, 6-9, 12-16, 9-6, 16-20, 6-9, 20-24, 9-6, 24-27, 6-9, 27-31, 9-6, 31-26, 6-9, 26-22, 9-6, 21-17, 6-9, 23-18, 9-6, 17-14, 6-1, 22-17, 1-5, 17-13, 5-1, 14-9, 1-6, 18-15, 29-25, 9-5, 6-1, 13-17, 25-21, 17-13, 1-6, 5-1, 6-9, 13-6, 2-9, 15-10, 9-13, 10-14, 13-17, 14-18, 17-13, 1-6, 13-17, 6-10, 17-13, 10-14, 14-17, 18-15, black wins.

C — (Off B) 1-6, 23-18, 14-10, 18-23, 10-7, 3-10, 6-24, 20-27, 28-24 runs into an old problem win. Continue: 27-31, 4-8, 31-27, 24-20, 23-19, 8-12, 27-23, 20-16, 23-18, 16-11, 18-14, 12-8, 19-15, 11-7, 14-18, 8-3 (8-12 is a phase of the same win) 15-10, 7-2, 18-23, etc., black wins — Editor.

D — A careless move after having a win. This cost Ryan the match as he had spotted Young one game in twenty — Fortman. 16-20 probably would have won eventually — Editor.

GAME 15

Black-Young				White-Young	
9-13	29-25	14-23	22-18	11-16	10- 7
23-19	9-14	27-11	14-17	15-10	2-11
11-15	18- 9	7-23	21-14	16-20	8-15
26-23	5-14	26-19	10-17	10- 3	17-22
6- 9	31-26	10-14-B	18-14	20-27	15-19
22-18	11-15	32-27	4- 8	3- 8	27-24
15-22	25-22	3- 7	23-18	27-31	Drawn
25-18	1- 6-A	27-23	8-11	14-10	
8-11	23-18	6-10	19-15	31-27	

A — Transposes back into an old "Wisp" line — Kear's Ency., 3rd edition, page 434, Var. 19, Note K — Richard Fortman.

B — 3-7, 32-27, 4-8, 27-23, 8-11, 24-20, 11-16 is a published draw — Fortman.

GAME 16

Black-Ryan				White-Young	
9-13	10-14	14-17	7-10	10-14	30-26
23-19	18-15	21-14	18-14	15-10	7-10
11-16	7-10	10-17	9-18	6-22	14-17
26-23	25-22	26-22	23- 7	13- 6	19-16
16-20	2- 7	17-26	3-10	22-26	12-19
30-26	29-25	31-22	25-22	6- 2	24-15
5- 9	1- 5	13-17-A	5- 9	26-30	17-21
22-18	22-18	22-13	22-18	2- 7	15-11
					Drawn

A — Varies from Kear's 7-10 draw — Fortman.

GAME 17

Black-Young				White-Ryan	
11-15	6-10	12-16	10-17	9-14	11-15
21-17	22-17	24-20	27-23	16-12	19-16
9-13	13-22	8-12	6-10	17-21	15-18
25-21	26-17	25-22	23-16	23-18	22-15
8-11	4- 8	16-19	1- 6	14-23	10-19
17-14	29-25	23-16	32-27	26-19	A-16-11
10-17	2- 6	12-19	5- 9	15-24	
21-14	31-26	17-13	27-23	28-19	

A — An old Martins-Wyllie game, see Master Play, page 332, Var. 11.

GAME 18

Black-Ryan				White-Young	
11-15	26-17	8-22	27-23	7-10	24-19
21-17	15-18	32-28	12-16	12- 8	31-27
9-13	24-20	4- 8	13- 9	11-15	19-16
25-21	1- 6	24-20	15-18	8- 3	27-23
8-11	29-25	6- 9	9- 6	10-14	16-12
17-14	3- 8	28-24	2- 9	3- 7	23-19
10-17	28-24	9-18	24-19	18-23	12- 8
21-14	18-22	23-14	18-27	7-10	17-22
6-10	25-18	10-15	19-12	14-17	8- 3
22-17	11-16	17-13	9-18	10-26	Drawn
13-22	20-11	8-11	31-24	22-31	P. P.

Same as Ferrie vs. Wyllie

GAME 19

Black-Young					White-Ryan
12-16	5- 9	11-15	6- 9	1- 6	14-23
21-17	30-25	*32-27	23-19	16- 7	20-16
9-13	9-14	4- 8	2- 7	15-18	23-26
24-20	27-24	23-19	31-27-A	22-15	16-11
11-15	8-11	15-24	11-15	13-22	26-31
20-11	24-19	27-20	27-24	25-18	21-17
7-16	15-24	8-11	7-11	10-28	9-13
25-21	28-12	26-23	19-16	7- 2	Drawn

A — 12-8, 3-12, 20-16, 11-20, 19-15 draws - Denvir.

GAME 20

Black-Ryan					White-Young
12-16	11-15	12-19	19-24	2- 9	7-10
21-17	24-19	23-16	28-19	19-15	2- 6
16-20	15-24	17-21	6-10	11-18	10-15
17-13	28-19	25-22	26-23	23- 5	16-11
8-12	4- 8	10-15-A	10-17	22-25	25-22
22-18	22-18	18-14	13- 9	5- 1	C-27-23
9-14	14-17	15-19-B	5-14	25-29	White
18- 9	29-25	22-18	18- 9	1- 6	(Young)
5-14	8-11	1- 5	17-22	29-25	won.
25-22	19-16	32-28	9- 6	6- 2	

A — A published loss; *6-9 is correct. See Hanson-Ginsberg, Wood's Checker Player, Game 675 — Richard Fortman.

B — Hellman shows 15-18 also to lose — Fortman.

C — The match ended 2-2-16 draws, but Ryan lost due to the fact that he had spotted Young one game in twenty.

BIG LEAGUE CHECKERS

Part Two

Containing play worked up by Wm. F. Ryan for his scheduled World Title match with Walter Hellman to be held at Peoria, Illinois, Feb. 25, 1954, but which was never held due to the untimely death of Mr. Ryan on Feb. 15, 1954.

BIG LEAGUE CHECKERS

Foreword to Part Two

The material in this section, in that it comprises most of the chief cooks that the late Wm. F. Ryan had worked up for his scheduled match for the World's Three-Move Title, is the most important part of this work. It became Part Two only because the material was submitted after Part One, the Ryan-Cameron and the Ryan-Young games, had been prepared for printing by W. Charles Martin of Ansonia, Conn. But unfortunately Mr. Martin became ill and the MSS was returned. While it laid on the shelf for considerable time we did not consider it feasible to undertake the task of revising it. Then finally, when Mr. Clayton O. Beebe of Peoria, Ill. agreed to finance the printing, there was no time for any important changes in the lay-out of the book. It is significant that Mr. Ryan, in one of his letters to Mr. Beebe, remarked that he had been three years preparing for this match which was to have started at the Pere Marquette Hotel, Peoria, Ill. on Feb. 25, 1954. He regarded this material of sufficient importance to gain him victory in that contest.

While Mr. Ryan evinced conffidence in the outcome of the World's Championship Match, he by no means underated his opponent. Under his signature in one of his letters to Mr. Beebe, on a line left vacant for his title, he had placed a large question mark. In another letter to Mr. Johnnie Mitchell of Cordele, Georgia, Mr. Ryan informed his correspondent of his planning of a short eleven-men ballot match of ten to sixteen games, five or six days before the match, "To get the rust off my crossboard play." And he added this surprising statement, "My opponent will probably be Leonard Rosenfield, who I rate BETTER than Tinsley and Chamblee across the board"! It is sad to reflect that both great masters are passed beyond the Bar, and that these practice games never materialized. But Mr. Ryan's selection of such an apponent for his practice session as the late Leonard Rosenfield showed plainly how highly he had rated Mr. Walter Hellman.

No doubt much play has been lost for all time by Mr. Ryan's untimely demise, but it is fortunate so much has been preserved—enough indeed to show his determination to win, and to demonstrate his great genius at innovation. We are indebted, and we believe all Checkerdom will share that debt, to the men to whom Mr. Ryan communicated the findings shown in this work. The circumstances of this lucky survival of his play centers around four figures on what Mr. Ryan called his "Team", three of whose contributions comprise the material given in this Part Two.

Shortly after Mr. Ryan's death on Feb. 15, 1954 we received a

letter from Mr. Clayton O. Beebe telling of the games and annotations of the Ryan-Cameron match which he had purchased from Mr. Ryan's widow, Mrs. Alice Ryan, and which, in the interest in preserving Ryan's last work, he offered for sale to the writer, L. L. Hall of Los Angeles, Calif. A little while after our purchase of this manuscript from Mr. Beebe, we informed Mr. Johnie Mitchell of it, and he promptly offered to furnish the material which Mr. Ryan had sent him for study as one of the members of his "Team". We gratefully accepted this generous offer. When we informed Mr. Beebe of our good fortune, he at once volunteered his share of Ryan's play given him as still another member of the "Team". Late in 1957, as a result of correspondence with Mr. Karl D. Albrecht of St. Joseph, Mich. we gained another important acquisition as part of play sent to him by Mr. Ryan as the third member of his "Team" along with Mr. Albrecht's own excellent analysis appearing under Opening No. 47. Thus this work comprises the combined contributions and efforts of three of the four men on Mr. Ryan's "Team", the other member being Mr. Oliver Mauro of Philadelphia, Penna., some of whose work also appears in this book. It was fitting for Mr. Ryan to adopt the word "Team" for his collaborators in a book with the title, "Big League Checkers", and perhaps prophetic that Los Angeles, Calif., the home of the editor, is now in the "Big League" in baseball!

In preparing this play we have taken the liberty to incorporate many of Mr. Ryan's private remarks regarding his coming match with Mr. Hellman, which are now of even greater historical importance and worth. His highly forceful and sometimes fanciful style of writing, we believe, will augment the feeling of immortality one senses in surveying his colossal works. But since this work contains somewhat more than was contained in Mr. Ryan's original papers as submitted to his "Team", is was necessary in some instances to deviate slightly from his original manuscript in order to include the findings of his team members. But as far as possible we have left it all just as it was submitted to us, and we have the feeling when we read it, that we are again in intimate communication with the immortal spirit of Wm. F. Ryan.

It is the hope of the three contributors of this work, Messrs. Mitchell, Beebe and Albrecht, and our own sincerest wish also, that this work will be a fitting remembrance of Checkerdom's most devoted friend, and one of the greatest geniuses the Game of Checkers has ever produced — The Imperishable WILLIAM FRANCIS RYAN — L. L. Hall, Editor.

OPENING NO. 4 9-13, 22-18, 6-9

9-13	8-11	4- 8	5- 9	15-19	19-24
22-18	29-25-2	14-10	27-23	23-16	15-19
6- 9	*12-16	7-14	9-14	12-19	24-27
18-14-A	24-19-D-3	23-18	25-21	7- 3	19-26
9-18	16-23	14-23	3- 8	19-23	27-31
23-14	26-10	26-10	21-17	3- 7	Drawn
10-17	2- 6	11-15	14-21	11-15	Frank
21-14	27-23	28-24	24-20	7-11	Dunne
11-15-B	6-15	8-11	8-12	15-19	Master
25-22-C-1	31-26	32-27	10- 7	11-15	Play

Notes by Wm. F. Ryan

A — This is the attack most likely to be taken (by Hellman). Against 25-22, 1-6, 30-25, black can draw by either 11-15 or 11-16, and since no substantial improvement, or correction, has been shown on either defense as laid down in the 1943 Modern Encyclopedia, it is not probable that 25-22 will be adopted for winning chances.

B — Although this move is rated a dead loss in all works on the game, I have probed it for several weeks, and I am convinced it is the easiest and most restrictive defense for black. I can find no real weakness in this move. It is certainly superior to the conventional 12-16 defense, which not only leads to barrels of critical play, but the timing of the moves involved also is critical. Aside from this, of course, is the desired element of surprise, and to avoid possible cooked play on the orthodox defense. The main theme of all my preparation is surprise, constantly to take moves likely to be least considered, and lastly, to get off the beaten track as quickly as possible, the earlier in the play the better!

C — For play on 26-22, see Var. 1. The text (25-22) is supposedly the winning move, and the main objection to the 11-15 defense at B. If 24-19, 15-24, 28-19, we have published play by several authors, showing virtually an even game by 8-11 in reply, but 1-6 is even more forceful than 8-11. After the 24-19, 15-24, 28-19 trade we have the same position reached from another opening thus: 10-15, 21-17, 9-13, 17-14, 6-9! 24-19, 15-24, 28-19, 9-18, 22-15, 11-18, 23-14. See Opening No. 64 at A.

D — For play on 24-20 and 26-23, see Variations 3 and 4. The text move is not the strongest for white, as it let black off with a

relatively easy draw. However, I am using 24-19 as my trunk because it represents the only move covered by published play. Strangely enough, Tescheleit in Master Play leaves the 11-15 defense at B as doubtful, yet the only play he quotes on the line is Frank Dunne's game, and Dunne's play ends in a draw! The real mustard in white's game is on 24-20 at D, as shown in Var. 3, but even against 24-20, black has only one attack to watch.

VARIATION 1

26-22-A	22-18	29-25	25-21	26-10	
1- 6	11-16	16-20	*3- 8-C	9-14	
24-19	26-23	32-27-B	14-10	18- 9	Drawn
15-24	6- 9	8-11	7-14	5-14	Robert
28-19	25-22	30-26	22-17	19-15	Sallaway
8-11	4- 8	11-16	13-22	16-19-D	

A — If 27-23, then 15-18, 32-27, 1-6, and we have the No. 1 landing on the 9-13, 23-18,10-15, opening! I have a fine "fooler" cook on this line (with white) that will be revealed later, in another compilation.

EDITOR'S NOTE: We have no record of the play mentioned here.

B — Or 25-21, 8-11, 19-15, 12-16, 15-8, 3-12, 31-27, 2-6, 32-28, 16-19, 23-16, 12-19, 27-23, drawn — A. R. Dossett vs. John Howe, Jr.

C — Now a familiar landing from 9-13, 24-19, 11-16, 22-18, 8-11, 18-14, 10-17, 21-14, 6-9, 28-24, 9-18, 23-14, 16-23, 27-18, 1-6, etc. (See Opening No. 20, page 63, 19th American Tourney Book — Editor).

D — This game is not quite in the same order of moves as given originally by Ryan, but webelieve he made a copying error — Editor.

VARIATION 2 (Off Opening No. 4)

27-23	22-18	32-28	26-22-C	29-25	19-15
*4- 8	*6-10-B	15-24	7-11	11-15	2- 6
24-19-A	14- 9	28-19	22-18	18-11	1-17
15-24	5-14	8-11	16-20	7-16	13-29
28-19	18- 9	9- 5	31-27	5- 1	Drawn
*1- 6-B	11-15-B	11-16	3- 7	10-14	Wm. F. Ryan

A — There is nothing at all in 23-18, 12-16, 24-19 (24-20, 8-12, 28-24, 2-6, 32-28, 6-10, 29-25, etc. is a familiar line of the Cross opening), 16-23, 26-10, 2-6, 31-26, 6-15, 14-10, 7-23, 26-10, 11-15, etc., and black is strong. This is the same position reached in the Dunne line in trunk, except black is a move ahead and has the advantage!

B — The only moves to draw. Nothing else will do.

C — 5-1, 7-11, 23-18, 16-23, 26-19, 3-7, 31-26, 13-17 (threatening 17-22 next), 26-22, 17-26, 30-23, 11-15, 18-11, 7-16, 1-5, 10-14, 19-15, 16-19, drawn — Wm. F. Ryan.

VARIATION 3

24-20-4	12-19	26-23	11-16	6- 1	27-31
*4- 8-A	27-23-E-5	3- 8	20-11	13-17	1- 5
27-23-B	*1- 6-F	23-14	7-16	22-13	I-*2- 6!
*8-12	23-16	8-12	14-10	15-18	5- 9
32-27	6- 9	30-26-H	5- 9	25-21	*14-17!
*16-19!-D	31-27-G	12-19	10- 6	18-27	Drawn
23-16	9-18	27-23	9-14	26-22	Wm. F. Ryan

A — The only move to draw. 16-19 will never do, as *14-10, 7-14, 27-23, etc. etc. wins for white on all variations. I discovered the 4-8 move after I couldn't make 16-19 stand up for a draw.

B — The only move black has to watch. If 27-24, then 16-19, 32-27-(C), 1-6, 14-10, 7-14, 27-23, 3-7, 23-16, 7-10, 16-7, 2-11, 24-19, 15-24, 28-19, 8-12, 26-23, *6-9, 22-18, 14-17, 25-22, 17-26, 31-22, 9-14, 18-9, 5-14, 22-18, 14-17, drawn — Wm F. Ryan.

C — (Off B) 25-21, 2-6, 32-27, 6-9, 14-10, 7-14, 27-23, 3-7, 23-16, 14-17, 21-14, 9-25, 30-21, 8-12, 31-27, 12-19, 27-23, 15-18, 23-16, 11-15, 16-12, 7-10, 12-8, 1-6, 8-3, 15-19, 24-15, 10-19, 3-7, 18-23, 26-22, 23-26, 7-11, 26-30, etc., drawn. There are other ways for black to draw after 25-21 at C, but the foregoing play is good enough, and most forceful — Wm. F. Ryan.

D — The trade MUST be made at once, before 1-6 or 2-6 is played, so as to thwart white from effectively playing 25-21.

E — This and 25-21, as in Var. 5, are the two principal points to be noted in the structure.If 27-24, 1-6 is a cinch. The best white can do after 1-6 is to take the shot by 22-18, 15-29, 24-8, 3-12, 14-9, 5-14, 30-25, etc., drawn — Wm. F. Ryan

F — Rarely do we see a drawing combination as pretty as this, climaxed by the startling finishing touch at Note I.

G — There is nothing at all in 14-10, 7-14, 16-7, 2-11, 31-27, 3-8, 27-24, *15-18, drawn.

H — 14-10, 7-14, 16-7, 2-11, 27-23, *12-16, 25-21, *15-19, 22-18, 19-26, 18-9, 5-14, 30-23, 13-17, etc., drawn — Wm. F. Ryan.

I — The win-killer! My idea of a beautiful game.

VARIATION 4 (Off Var. 3)

26-23	15-24	25-21	4- 8	19-15	3-26
16-19	28-19	10-17	27-24	17-22	30-23
23-16	1- 6	21-14	20-27	26-17	6- 9
11-20	22-18	13-17	32-23	7-10	Drawn
24-19	6-10	31-26-A	2- 6	14- 7	Ryan

A — 27-23, 2-6, 18-15, 4-8, 31-26, 8-12, 32-27, 17-21, 23-18, 12-16, 19-12, 7-10, etc., drawn — Wm. F. Ryan.

VARIATION 5 (Off Var. 3)

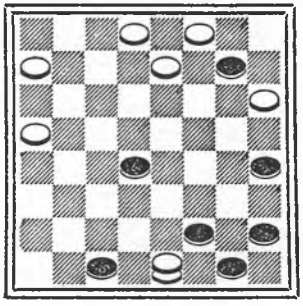
25-21-A-6	*14-18	!-B 16-11	25-22	8-11	5-14
2- 6	23- 7	25-29	26-17	6- 9	etc.
14-10	18-25	11- 7	13-22	11-18	Drawn
7-14	20-16-C	29-25	3- 8	9-14	Wm. F.
27-23	3-10	7- 3	22-25	18- 9	Ryan

A — Leads to neat play, but black virtually forces the play to the end. If 14-10, see Var. 6.

B — The beginning of a classical problem ending that winds up in the neat man-down draw shown in Note C.

C — 7-2 forms diagram below.

Black to play and draw



*15-19	31-27-E	25-29	19-15	23-26	8- 4
2- 9	10-15	11- 8	31-27	30-23	30-26
5-14	27-23	29-25-F	15-10	27-18	4- 8
20-16-D	13-17	28-24-G	17-22	1- 5	26-23
*1- 6	23-16	25-22	10- 6	22-25	8-11
16-11	15-18	24-19	18-23	5- 9	23-19
6-10!	16-12	22-31	6- 1	25-30-H	11-16
					Drawn

D — (Off C) Or 31-27, 25-29, 27-23 (or 27-24), then 29-25, 23-16, 13-17, and white had better start going for the draw — Wm. F. Ryan.

E — (Off C) If 11-7, 14-17, drawn! — Wm. F. Ryan.

F — (Off C) Ryan's play ends here as drawn.

G — (Off C) We continue the play from the point left by Ryan as drawn. This 28-24 seems essential to clear the white pieces. Allowing them to be held at best would only create difficulties for white — Editor.

H — (Off C) The exchange loses the move for black.

VARIATION 6 (Off Var. 5)

14-10	2-11	23-19	11-18	10- 6	14-17
7-14	26-23-B	15-24	22-15	5- 9	Drawn
27-23	14-17	28-19	14-18	6- 2	Wm. F.
5- 9-A	31-26-C	9-14	15-10	9-14	Ryan
23- 7	17-21	19-15	1- 5	2- 6	

A — There may be a draw by another move here, but this is superior and most restrictive. A careful probe will reveal that 3-8, 1-6, and 2-7 are all very weak for black — Wm F. Ryan.

B — If 25-21, then black gets a strong ending by 14-18, 30-25, 3-8, *31-27, 8-12, 21-17 (27-24, 12-16, 21-17, 16-19, 17-14 may draw), 11-16, 20-11, 15-19, etc., white draws with care. Against 31-27 at B, the best reply is 3-8, 27-24, *15-18, drawn. The position at B is very tricky and several white wins lurk if black is not alert to the dangers — Wm. F. Ryan.

C — 20-16, *11-20, 23-18, 17-26, 18-11, *9-14, drawn — Johnie Mitchell.

OPENING NO. 6 9-13, 22-18, 11-15

9-13	25-22	6-10	29-25	12-16-F	26-19
22-18	5- 9	23-19-B	*11-15-C	*18-14	15-24
11-15	23-18	14-23	31-26-D	9-18	G-22- 8
18-11	*4- 8	27-18	*23-27 !-E	10- 7	Drawn
8-15	26-23	10-14	32-23	3-10	Wm. F.
24-20-1	10-14	19-10	8-11	24-19	Ryan
7-11	28-24-A	14-23	*23-18	16-23	

Notes by Wm. F. Ryan

A — To here, same as my Modern Encyclopedia of Checkers, where I give 23-19 as strongest.

B — If 32-28, *2-6, 30-25, 23-17, 22-13, 15-22, 25-18, 10-15, black is strong.

C — Takes all the sting out of 28-24 at A. White wants 2-7, for then white can win by 24-19, 7-14, 22-18, etc.

D — If 31-27, now 15-19 draws, and so does 15-18, 22-15, 2-6, etc.

E — Not 8-11, 26-19, 9-14, *30-26, 2-6, 26-23, 6-9, *32-27, 3-8, 10-7, white can win.

F — 2-7 also draws easily.

G — This play should convince you that there is absolutely nothing in the line in question (28-24 at A). Mantell does not rate it high, and neither do I. Since 1943, when the 2nd edition of the Modern Encyclopedia of Checkers was published it seems everybody has tried to improve or correct my play in Note B, trunk, of the Dreaded Edinburgh, but as far as I know, the play in that note still stands as the model line.

VARIATION 1

Since Mr. Ryan's play on this opening is very brief, we are supplying the following variations and notes from Warren's Corrections and Improvements of Ryan' Modern Encyclopedia (2nd edition) which we are now revising for later publication — Editor.

21-17	4- 8	24-20-22	15-22	31-26	6-10
13-22	29-25-20	1- 6	32-28	25-29	9- 6
25-11	5- 9	20-16	9-14	26-22	11-15
7-16	25-22-21	12-19	28-24	29-25	6- 2
24-20-2-11	9-13	23- 7	14-17	22-17	15-18
3- 8	23-18	2-11	23-18	10-15	Drawn
20-11	8-11	26-23	17-21	18-14	
8-15	27-23	13-17	24-20-A	15-19	
28-24-16	6- 9	22-13	22-25	14- 9	

A — 24-19 is given in Ryan's Modern Encyclopedia, Var. 14 at 25th move, page 23. The continuation from this move on was shown in E.C.B. Game 3608 by James E. Smith.

VARIATION 2 (Off Var. 1)

24-19-A	2- 7	30-26	14-17	2- 6	23-19
4- 8-3-4	19-16	5- 9	23-14	20-24	6-15
28-24-5	12-19	16-12	17-26	15-10	19-10
16-20	23-16	7-11	31-22	23-19	22-18
32-28	1- 5	26-23	16-32	25-21	Drawn
10-14-6	29-25	9-13	14- 9	19-23	P. Lee
19-15-B	14-18	28-24	32-27	10- 7	WCP
5- 9	*26-22-C	11-16	9- 2	3-10	No. 806
24-19	9-14	24-19	27-23	12- 3	Var. 1

A — Play on 29-25 and 24-20 is given in Ryan's Modern Ency. 29-25 is Trunk, page 1 at 10th move and 24-20 is Var. 2 at A, page 7. This 24-19 move produces a none too comfortable game for black.

B — Superior to the 29-25 move given in Wood's Checker Player (WCP) Game 758.

C — Correcting 26-23, 8-12, 23-14, 12-19, 14-10, 7-14, 15-11, 19-23, black wins as played by Hay vs. Montague in Dunne's Draughts Praxis.

VARIATION 3 (Off Var. 2)

2- 7	7-11	20-27	11-16-8	10-14	*14-17
27-24-A	19-16	32- 7	24-19	18-15	B-25-21
16-20	12-19	3-10	16-23	6-10	*17-22
31-27	24-15	28-24	26-19	15- 6	11- 7
4- 8-7	10-19	8-11	5- 9	1-10	10-14
23-18	27-24	29-25	19-16	16-11	Drawn

Geo. W. Farley — Wood's Checker Player Game 1102

A — Superior to 28-24 as played in WCP Game 865 which led to a Black win.

B — Nothing better; if 11-7, 10-14, 30-26, 17-21, 25-22, 9-13, drawn. If 25-22, 17-26, 30-23, 10-14, drawn.

VARATION 4 (Off Var. 2)

5- 9	16-20	9-14-A	12-16	*14-17	20-24
29-25	32-28	19-15-B	27-24	22-13	Drawn
4- 8	2- 7-10	10-19	20-27	16-20	Rex .B
28-24	25-22	24-15	31-24	24-19	Wood

Wood's Checker Player Game 865

A — 9-13, 30-25, 10-14, 25-21, 6-9, 19-16, 12-19, 24-15, 7-11, 22-18, 13-17, 28-24, 9-13, 18-9, 11-18, 21-14, 18-22, 26-17, 13-22, 24-19, 22-25, 19-15, white wins — Van Zandt vs. Stums.

B — 30-25 is very powerful here.

VARIATION 5 (Off Var. 2)

29-25	19-16	26-23	25-21	31-22	2- 6
8-11	12-19	10-15	11-16	16-19	24-31
25-22	23-16	19-10	22-17-B	9- 6	6-10
5- 9	2- 7	6-15	6-10	10-15	C-18-23
28-24-A	24-19	16-12	17-13	6- 2	Black
16-20	15-24	1- 6	15-19	14-18	wins
32-28	28-19	30-25	13- 9	22-17	
11-15	9-14	7-11	19-26	19-24	

Gain-Harkness, Wood's Checker Player Game 806, Var. 2

A — 22-18 seems better — Editor.

B — 27-24, 20-27, 31-24 draws — Editor.

C — This game was given in Warren's Corrections, first edition, to demonstrate a black win on the 29-25 line, first move of this variation. The demonstration, however, is far from conclusive as white still has much choice after 29-25, and play shown here to draw for white (Note B) may be inferior to alternatives not given — Editor.

VARIATION 6 (Off Var. 2)

5- 9	25-22	8-11	20-11	14-18	8- 3
23-18-A	10-14	19-15	10-19	11- 8	13-17
3- 7	27-23	11-16	23-16	18-25	21-14
29-25	20-27	24-20	12-19	30-21	6-10
1- 5	31-24	7-10	18-15	9-13	Drawn

H. A. Andrews vs. C. A. Jackson, Wood's Checker Player Game 806

A — 29-25 is also good here — Editor.

VARIATION 7 (Off Var. 3)

10-15	7-10	*4- 8-A	*15-18	10-15	26-31
19-10	23-18	30-25	17-13	6- 2	D-15-10
6-15	3- 8	*8-11-B	18-22	15-18	E-31-26
29-25	18-11	25-21	13- 9	23-19	Drawn
5- 9	8-15	*9-14	22-26	11-16	Geo. W.
25-22-9	26-23	22-17	*9- 6-C	19-15	Farley

Wood's' Checker Player Game 1102, Var. 2

A — 1-6 loses thus: *30-25, 4-8, 25-21, 8-11, 23-19, 9-14, 22-17, white wins.

B — 9-13 loses as follows: 25-21, 1-6, 23-19, 8-11, 19-16, white wins.

C — Best! If 23-19, then 11-15 draws easily.

D — White c an gain a piece by 2-7, but black can draw.

E — Beware of 18-22, *24-19, 31-6, 2-25, 20-24, 28-19, 16-23, 25-22 1-6, *21-17, 6-10, *22-18, white wins.

VARIATION 8 (Off Var. 3)

6- 9	26-23	6- 9	23-16	13-17	7- 2
25-22	11-15	20-16	14-18	11- 7	18-22
*9-14	24-20	15-19	22-17	15-19	Drawn
18- 9	1- 6	16-11	9-13	Al Flower	
5-14	30-26	10-15	17-14		

VARIATION 9 (Off Var. 7)

25-21	7-10	26-23	23-26	32-28	12-19
9-13	*21-17	1- 5	*24-19	9-14	Drawn
26-22	8-11	23-18	26-31	19-16	Geo. W.
4- 8	30-26	16-23	28-24	14-21	Farley
23-19	11-16	18-11	5- 9	22-18	

Wood's' Checker Player Game 1102, Var. 3

VARIATION 10 (Off Var. 4)

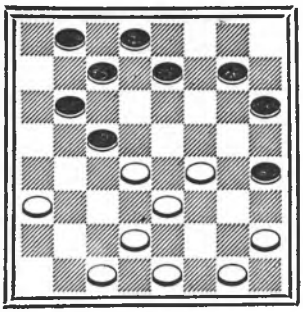
10-14	30-25	6-10	24- 6	13-22	8-12
25-22	3- 7-A	19-16	1-10	26-17	Drawn
9-13	25-21	12-19	22-17	Walter Hellman	

A — Now same as play given by Hellman from a slightly different run-up. 6-9 is shown to lose here by 25-21, by Levine.

VARIATION 11 (Off Var. 1)

29-25	23-18-12	24-19	25-21-13	27-23	Forms
5- 9	16-20	4- 8	14-10-14-15	3- 7	diagram

White to play



32-27-A-B	27-24	24-20
*1- 5-C	20-27	11-15
26-22-D	31-24	20-16
7-10	9-13	15-24
30-26	18- 9	28-19
8-11	5-14	14-18
	Drawn	

Checker Chatter Game 843
A Double Corner Ending

A — Suggested by Richard Fortman and varies from 26-22 as given in Ryan's' Modern Encyclopedia, page 11, Note A at 3rd move.

B — Harold Maine played the following against J. H. Dunn: 31-27, 7-10, 19-16, 12-19, 23-16, 14-23, 26-19, 2-7, 27-24, 20-27, 32-23, 8-12, 28-24, 10-14, 30-26, 1-5, 26-22, 9-13, 22-18, 6-10, 18-9, 5-14, 16-11, 7-16, 24-20, 13-17, 20-11, 17-22, 11-7, 22-25, 7-2, 25-30, 2-7, 30-26, 7-11, 26-31, 11-15 caught in an old trap; 11-7 draws here — Editor), 12-16, 15-6, 14-17, 21-14, 31-27, black won.

C — 6-10, 27-24, 20-27, 31-24, 9-13 (2-6 seems to draw — Editor), 18-9, 1-5, 19-15, (9-6, 2-9, 19-16, 12-19, 23-16, etc. would be better — Editor), 10-19, 24-15, 5-14, 15-10, 7-11, 26-22, 11-15, 28-24, 8-11, 24-20, 13-17, 22-13, 15-18, 23-19, 11-15, 19-16, 12-19, 10-6, 2-9, 13-6, 18-22 (18-23 seems to draw — Editor), 6-2, 19-23, 2-7, 14-18, 21-17, 15-19, 7-10, 19-24, 10-15, 24-28, 17-13, 23-27, 15-19, 27-31, *20-16, white wins — Stewart vs. Brown.

D — If 27-24, 20-27, 31-24, 9-13, 18-9, 5-14, 26-22, 8-11, drawn.

VARIATION 12 (Off Var. 11)

25-22-A	4- 8	28-24	13-17	19-16	10-19
16-20	22-18	2- 7	18-15	12-19	24-15
24-19	9-13	32-28	17-21	23-16	7-11
					Drawn

A — This and Variations 13, 15 and 16 were supplied by Herb Richter.

VARIATION 13 (Off Var. 11)

27-23	*25-22	*26-22	17-13	7-10	28-24
2- 7-A	17-21	11-16-E	10-14-G	29-25	25-29
*31-27	*23-18-D	27-23	18- 2	13- 9	17-22
9-13	7-11-17	7-11-F	11-25	5-14	White
*18-15-B	22-17	32-27	2- 7	10-17	wins.
13-17-C	3- 7	1- 5	25-29	8-11	

T. Kelley — Draughts Review Game 2046, June 1934

A — This loses; 3-7 was recommended by Wm. F. Ryan, but I could never find anything wrong with 10-14 here, which has been played against me — Herb Richter.

B — Corrects Ryan who gave 26-22 to a draw in Note A, Var. 3, page 10 of his 2nd edition Modern Encyclopedia of Checkers — Herb Richter.

C — 10-14, 28-24, 7-10, 32-28, 1-5, 25-22, 5-9, 30-25, 3-7, 19-16, 12-19, 23-16, 10-19, 24-15, 14-17, 25-21, 9-14, 27-23, white wins — H. Jackson, Draughts Review Game 1728, Var. 4, July, 1932 — Herb Richter.

D — Forms diagram under Var. 17 showing a difficult win against 1-5 instead of 7-11, next move — Herb Richter.

E — 1-5, 17-13, 5-9, 28-24, 11-16, (10-14, 15-10, 14-23, 10-1, 11-16, 13-6, white wins), 15-11, 16-23, 11-2, 8-11, 24-19, white wins — T. Kelley.

F — 6-9 (20-24, 15-11, white wins), 15-6, 1-10, 17-13, white wins— T. Kelley.

G — 21-25 (5-9, 22-17, white wins), 30-21, 10-14, 18-2, 11-25, 2-7, 25-30, 7-10, 30-26, 13-9, 5-14, 10-17, 26-31, 28-24, 31-26, 17-22, white wins — T. Kelley.

VARIATION 14 (Off Var. 11)

1- 5-A	17-14	16-20	6-10	29-25	19-15
26-22	10-17	23-18	19-23	3- 7	30-25
3- 7	21-14	10-15	15-11	25-22	23-26
27-23	6-10	19-10	23-26	7-11	22-17
8-11	14- 9	2- 6	10-15	30-25	15-18
30-26	5-14	28-19	26-30	19-23	25-30
9-13	18- 9	6-22	15-19	25-30	D-*26-23
22-17	11-16	1- 6	22-25-B	11-15	30-25
13-22	9- 5	11-16	11- 7	30-25	E-*31-26
26-17	7-11	19-15	25-29	15-19	White
20-24	5- 1	16-19	7- 3	25-30-C	wins.

Jeff Clayton — Checker Chatter Game 678

A — Loses! This was given to draw in Ryan's Modern Ency. Trunk at 17th move, page 1. 10-14 is correct to draw here as given in Var. 11.

B — Left here as drawn in Ryan's Modern Ency., Trunk, page 1.

C — Now the same as Problem No. 6, page 115, Boland's Masterpieces, there given as a draw but later corrected.

D — Corrects Boland who gave 18-23 to a draw. See Ryan's comments under Note H, Game 16 which can be found under Note C of Game 15 of the Ryan-Cameron match games.

E — A position also arising from the 10-14, 22-18, 6-10 opening. See Editor's Note under Note H, off Note C, Game 15 of the Ryan-Cameron match in Part One, for a continuation of play from this point.

VARIATION 15 (Off Var. 11)

2- 7-A	6-10	12-16	7-14	3-12	Drawn
30-25-B	25-22	19-12	23-19	19-16	A. J.
10-14	8-11	10-15	15-22	12-19	Heffner
26-23	22-17	17-10	12- 8	27-24	

Notes by L. L. Hall

A — Ryan considered this move to lose, but perhaps a draw may exist after all if play in Note B is sound.

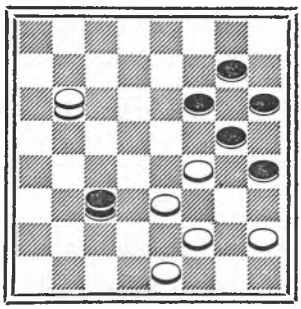
B — Here Ryan in his Modern Ency., Note I, page 3 gives *26-22 to win here, and then follows with 7-11, then 21-17 he states "becomes irresistible". But after 21-17, play 11-16, 27-23 (we believe this is stronger than 18-15, 16-23, 27-18, 10-19, 17-14, 8-11, 14-5, 3-7, and if 22-17, 19-23; or if 31-27, 6-10, and Black seems safe enough), 9-13, 18-15 (32-27, 3-7, 18-15, same), 3-7, 32-27 (30-26, 1-5 draws), 6-9 (1-5 is easier by 30-26, 5-9, 22-18, 13-22, 26-17, 9-13, 28-24, 13-22, 15-11, 18-15, 18-2, 6-9, 2-6, 10-14, drawn), 15-6, 1-10, 30-26, 9-14-(C), 19-15, 14-21, 15-6, 21-25, 6-2, 7-10, drawn. This is the best we could find for white, but perhaps the reader will find better — L. L. Hall.

C — (Off B) 8-11-(D) is bad by 22-18, 13-22, 26-17, 9-13, 17-14, 10-17, 19-15, 16-19, 23-16, 12-19, 15-8, 19-23, 27-24, 20-27, 31-24, etc., white wins — L. L. Hall.

D — 7-11 also loses here and produces an ending similar to one we found while at work on some play for Checker Classic, Part Four.

See Note E. Continue with 7-11, 22-18, 13-22, 26-17, 9-13, 18-14, 13-22, 14-7, 22-25, 7-2, 25-30, 2-6, 30-25, 6-9, 25-22-(E), forms Figure One below:

FIGURE ONE



White to play and win

Continue from Figure One, Note D

9-14	23-18	14-10	19-15	18-15	19-15
22-18	7- 3	3- 8	3- 8	8- 3	8- 4
14-17	18-14	31-26	10- 6	15-19	3- 7
11-15	3- 7	8- 3	8- 4	3- 8	4- 8
19-10	22-18	26-23	15- 8	2- 7	7-11
18-14	8-11	3- 8	4-11	8-11	White
17-22	28-24	24-19	6- 2	7- 3	wins.
14- 7	7- 3	8- 3	11- 8	11- 8	L. L. Hall

E — (Off D) The game for Checker Classic, Part Four mentioned in Note D brings up a similar position to Figue One, but a little more difficult solution. Oddly it is brought up from a different opening and that game runs as follows:

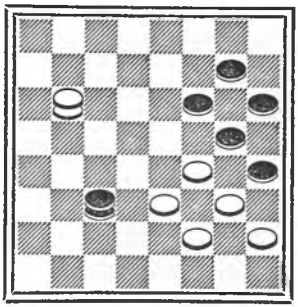
10-15	32-27	9-14	30-25	10-17	6- 2
21-17	8-11	18- 9	3- 8	21-14	26-30
6-10	22-18	5-14	22-17	13-17	2- 6
17-13	15-22	22-18	6- 9	*14-10-H	30-26
1- 6	25-18	14-17	13- 6	7-14	6- 9
23-19	11-16-F	26-22	2- 9	18- 9	26-22
11-16	29-25	17-26	*25-21-G	17-22	Forms
27-23	4- 8	31-22	9-13	9- 6	Figure
16-20	25-22	8-11	17-14	22-26	Two

F — (Off E) 4-8 draws here and gives black an even game.

G — (Off E) Corrects a game played between Asa Long (black) and Arthur Reisman in an exhibition, Feb. 2, 1935. Here Reisman went 17-13 and Long drew neatly by 9-14, 18-9, 10-14, 19-15, 11-18, 9-6, 7-11, 6-2, 14-17, 23-14, 17-21! Drawn! In notes on that exhibition game, Mr. Reisman shows that 25-22 at G is bad for white.

H — (Off E) Corrects Long, Reisman and de Bearn in Note 0, page 107 of the Second N.C.A. tourney book where 14-9 was given to a draw.

FIGURE TWO



White to play and win

Continue from Figure Two, off Note E

9-14	8-11-I	18-14	11- 7	18-22	24-27
22-18	22-26	7- 2	9- 5	19-28	26-31
14-17	7-10	14- 9	7- 2	15-19	27-32
11-15	*26-23	2- 7	5- 1	28-32	*18-14
19-10	10- 7	19-15	2- 7	27-23	White
18-14	24-19	11-18	1- 6	32-28	wins.
17-22	7- 3	23-14	7-10-J	22-26	L. L.
14- 7	28-24	7-11	6-15	20-24	Hall.
23-18	3- 7	14-18	16-19	*23-18	

Notes by L. L. Hall

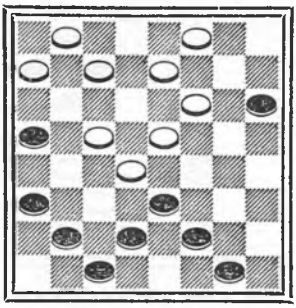
I — (Off Figure Two solution) 7-11, 22-17, 11-7, 17-14, 7-2, 14-10, 8-11, 10-14, 2-6, and white wins by 14-17, 6-10, 17-22, 10-7, back into text after 8-11 at Note I.

J — (Off Figure Two solution) 7-11, 6-10, 11-8, 18-23, 8-3, 24-19, 3-8, 10-15, white wins.

VARIATION 16 (Off Var. 1)

27-24	9-14	28-19	2- 7	23-16	30-26
4- 8	29-25	11-15	30-25	14-18	15-11
24-20	6- 9	32-28	14-17	21-14	26-23
8-11	25-22	15-24	25-21	18-25	11- 2
31-27	1- 5	28-19	10-14	26-23	23-18
5- 9	24-19	9-13	19-15	25-30	Drawn
27-24	15-24	20-16	12-19	23-19	A. Hynd

VARIATION 17 (Off Var. 13)
Black to play



1- 5	7- 2	25-29	5- 1	18- 9	26-19
22-17	6-10	10- 7	8-12	5-14	25-22
5- 9	*2- 6	3-10	15-19	17-22	28-24
17-13	10-14	6-15	20-24	14-18	22-18
7-11	*19-15	29-25	1- 5	22-25	24-20
*18-14	14-17-B-18	13- 9	24-27	18-22	18-14
9-18	*15-10	25-22	19-24	25-29	20-16
27-24	18-22	18-14	27-32-D	22-26	14-10
20-27	26-23	12-16	5- 9	29-25	E-16-11
32- 7	22-25-19	9- 5	22-18	24-27	White
11-18-A	23-18-C	16-20	9- 5	32-23	wins.

A — 3-10, 13-9, white wins — J. W. Lorimer.

B — 12-16, 6-10, white wins — P. P.

C — 23-19, 25-29, 10-7 (13-9, 29-25, 9-5, 25-22, 5-1, 22-25, 1-5, 25-22, 5-9, 22-25, 9-13, white wins — Vonderhoof, Roseville Citizen, Nov. 1, 1934), 3-10, 6-15, 29-25, 13-9, white wins — Tom Quinlan, Roseville Citizen, Nov. 1, 1934.

D — 27-31, 24-27, white wins — L. W. Lorimer.

E — A win by Second Position by J. W. Lorimer — Draughts Review Game 2117, Dec., 1934. Play and notes of this variation contributed by Herb Richter.

VARIATION 18 (Off Var. 17)

3- 7	22-31	25-30	8-11-C	30-25	17-21
6-10	30-26	10- 7	3- 8	9- 6	11-16
7-11	31-22	11-15-B	11-16	25-21	19-23
10-17	17-26	7- 3	8-11	6- 2	18-27
18-22	21-25-A	15-19	16-20	21-17	12-19
*15-10	26-22	22-18	13- 9-D	2- 7	7-11

White wins — F. Dalumi, Roseville Citizen, Nov., 1934

A — 11-15, (11-16 or 12-16, 26-22, white wins — F. Dalumi), 26-22, 15-19 (12-16, 10-7, white wins), 22-18, 21-25, 10-7, 25-30, 7-3 is Var. 18 at 18th move, white wins — Geo. W. Bass, Roseville Citizen, Nov. 1, 1934.

B — 11-16, 7-3, 16-20 (16-19 is Var. 18 at 17 move — Geo W. Bass), 13-9, 8-11, 3-8, white wins — Geo. W. Bass, Roseville Citizen, Nov. 1, 1934.

C — 30-26, 18-23 or 30-25, 3-7, white wins — Geo. W. Bass.

D — 18-22, 12-16, 11-15, 19-23, 15-19, white wins — C. Hefter, Roseville Citizen, Nov. 1, 1934.

VARIATION 19 (Off Var. 17)

12-16	6-15	29-25	15-19-G	24-27-J	5-14
23-18	22-25-B	9- 5-D	24-20-H	19-24	17-22
8-12-A	*18-14	25-22-F	1- 5	27-31-K	24-27
10- 7	25-29-C	5- 1	22-18-I	9- 5	White
3-10	13- 9	16-20	5- 9	18- 9	wins.

F. Dalumi — Roseville Citizen, Jan. 24, 1935

Notes by Herb Richter

A — 22-25, 18-14 (10-7, white wins — F. Dalumi), 25-29, 28-24, 16-20, 24-19, 20-24, 10-7, 3-10, 6-15, 24-28, 14-10, 28-32, 10-7, 29-25, 7-3, 8-12, 13-9, 32-28, 3-8, 25-22, 9-6, 28-32, 8-11, 32-28, 11-16, 28-32, 16-20, white wins — C. Hefter, Roseville Citizezn, Jan. 10, 1935.

B — 16-20, 15-19, 22-25, 18-15, 25-29, 15-11, 29-25, 11-8, 25-22, 19-23, 22-26, 23-18, 26-31, 13-9, white wins — Tom Quinlan, Roseville Citizen, Nov. 1, 1934.

C — 16-20, 15-19, 25-29, 14-10, 29-25, 13-9, 25-22, 19-23, 22-26, 23-18, 26-31, 9-6, 31-27, 6-2, 12-16, 2-6, 16-19, 18-22, white wins — C. Hefter.

D — 28-24, 16-20-(E), 24-19, 20-24, 9-6, 24-28, 6-2, 28-32, 2-7, 25-22 7-11, 32-28, 11-16, 28-32, 16-20, 22-25, 14-9, 25-29, 9-6, 29-25, 6-2, 25-29, 2-6, 29-25, 6-9, 25-22, 9-13, white wins — W. C. Crook, Roseville Citizen, Jan. 10, 1935.

E — (Off D) 16-19, 24-20, 19-23, 15-18, 23-27, 9-6, 27-32, 18-15, 25-22, 6-1, 32-28, 1-6, 28-24, 6-9, 24-28, 9-13, 28-24, 14-9, white wins— C. Hefter, Roseville Citizen, Jan. 10, 1935.

F — 16-20, 15-19, 20-24, 5-1, 25-22 (24-27, 1-5, white wins), is same as text.

G — Vanderhoof in Roseville Citizen, Nov. 1, 1934 gave 1-5 here, but it allows a draw by *12-16, 15-11, 16-19, 5-9, 19-23, 9-13, 23-27, 11-16, 27-31 (corrects Vanderhoof who gave 27-32, 16-19, 32-27, 14-9, 27-32-(L), 9-5, 20-24, 19-23, 24-27, 23-26, and white wins), 16-19, 22-26, etc., drawn — Editor.

H — 22-18, 1-5, white wins — F. Dalumi.

I — 24-27, 5-9, 22-18 (27-31, or 27-32, 19-24, white wins), 9-5, white wins — F. Dalumi.

J — 18-22, 9-13, 24-27, 19-24, 27-32, 14-10, 12-16, 24-20, 16-19, 20-24, 19-23, 24-27, white wins — F. Dalumi.

K — 27-32, 9-5, 18-9, 5-14, 17-22, 14-18, white wins same as play under diagram of Variation 17 at 48th move — Herb Richter.

L — (Off G, parenthesis) 27-31 still draws — Editor.

VARIATION 20 (Off Var. 1)

24-20	25-22	23-19-A	32-28-B	19-16	D-24-19
8-11	1- 5	6- 9	5- 9-C	12-19	Drawn
29-25	27-24	26-23	31-26	23- 7	WCP
5- 9	9-14	9-13	14-17	2-11	Game
					1024, Var. 1

A — Varies from 32-28, 30-25 and 23-18 continuations given in Ryan's Modern Encyclopedia, page 7, Var. 2 at Note F.

B — If 31-27, 2-6 draws; if 31-26, 5-9, 30-25, 14-17, 25-21, 9-14, 23-18, 14-30, 21-7, 30-25, drawn — F. C. Oakley.

C — If 14-17, 31-27, 17-26, 19-16, 12-19, 23-7, 2-11, 30-23, white wins.

D — 26-23, 17-26, 23-19 also draws.

VARIATION 21 (Off Var. 1)

23-19-A	27-23	28-19	23-16	16-12	25-21
8-11	6- 9	11-15	14-18	9-14	10-15
32-28	24-20	19-16	31-27	20-16	B-16-11
9-14	15-24	12-19	1- 6	15-19	14-17

Drawn — P. P.

A — Ryan's Modern Ency., page 23, Var. 14 at 3rd move gives only 25-22 here.

B — If 12-8, 6-10, black wins — Editor.

VARIATION 22 (Off Var. 1)

32-28-A	13-17	26-17	14-21	10-15	D-15-19
2- 6-B	22-13	9-14	23-18-C	18-14	Drawn
24-20	15-22	31-27		Victor B. Davis	

A — Suggested by Victor B. Davis to replace 23-18 as given in Ryan's Modern Ency., page 23, Var. 14 at 5th move.

B — Wood's Checker Player Game 907, Vol. 7, gives play here by Walter Hellman on 1-5 which is starred, running into a very difficult ending. That issue continues 2-6 as given here to Note C above, stating that "Black is in a tight spot." Wood's Checker Player also points out that 1-6, 24-19, 15-24, 28-19 leads to a devastating attack — Editor.

C — Virtor Davis continues the play to a safe and sound draw.

D — In American Checkerist Game 112, Vol. 3, Sept-Oct., 1943, Ryan continues the play from this point under his name as follows: 14-9, 6-10, 9-6, *11-15, 20-16, 10-14, 6-2, *15-18, 2-6, *19-23, 27-24, 12-19, 24-15, 23-26, drawn.

OPENING No. 31 9-14, 22-18, 10-15

9-14	3- 7	6- 9-R	8-15	4- 8	15-24
22-18	29-25-A-1	23-18-2	31-27	24-20	28-19
10-15	*6- 9-B	14-23	*23-26	12-16	11-15
18- 9	28-24	27-18	30-23	27-24	etc.
5-14	9-13-N-P	11-16	*2- 7	8-12	Drawn
25-22-4	23-19	20-11	21-17	32-28	Wm. F.
7-10	1- 6	7-23	7-11	9-14	Ryan
24-20	26-23	18-11	25-21	24-19	

Notes by Wm. F. Ryan

A — A tricky waiting move on which there is practically no

published play. The usual move here is 22-17, as given in my Modern Ency., and it is the move invariably taken here. While the text has no particular strength if properly met, it is not likely to be expected by Hellman, and therefore it offers a better chance for a win than by the better known attacks. Even if the line fails to produce a win, it should be remembered that the best way to "soften up" an opponent is to wear him down by constantly making him sweat out his draws, instead of allowing him to "coast along" on published lines.

B — The only satisfactory move on the board. The objective of 29-25 at A is to woo black into playing 15-19, 15-18 or 11-16 here, as all these alternatives are so weak that even an expert could hardly be expected to draw with any of them on a first attempt. The following play covers the major points on these doubtful alternatives:

15-18-C-L	10-19	*10-15	15-24	*5- 9	31-27
22-15	25-22	18-14	16-11	30-23	7- 3
10-19	8-12-M	*15-18	*1- 5	9-14	27-18
23-16	22-18	14-10	21-17	17-13	3- 7
12-19	14-23	*11-15	*18-22	24-27	Drawn
27-24!	31-27	20-16	26-23	13- 9	Wm. F.
*7-10	*6-10	19-24	*22-26-Q	27-31	Ryan
24-15	27-18	28-19	23-19	10- 7	

Notes by Wm. F. Ryan

** C ** (Off B)

15-19	*7-11-E	19-24	28-32	28-24	15-18
23-16	22-17	28-19	27-24	2- 7	6- 1
12-19	8-12	15-24	10-15	24-15	18-23
22-17	27-24	30-25-G	17- 1	1- 6-K	10- 6
*11-16-D	2- 7	*1- 5-H	15-29	15-19	22-18
20-11	32-27-F	26-22	13- 6	23-18	6- 2
8-15	11-16	5- 9	32-28	25-22	18-15
17-13	24-20	22-18	24-19	18-14	2- 6
4- 8	7-11	24-28	29-25	19-15	16-19
25-22	27-23	31-27-I-J	6- 2	14-10	7-16

and 19-24, drawn — same as A. J. Mantell's play in Ryan's Modern Ency., Variation 6, page 164.

D — (Off C) In his play sent to Clayton O. Beebe, Ryan gave 11-15 at this point, failing to realize, as pointed out by Mr. Beebe, that the position then becomes the same as World Championship Checkers Game No. 31, a game he won from Walter Hellman in his first World Championship match, coming up from 11-16, 22-18, 7-11! Continue; (for 11-15 at D) 27-23, 8-12, 23-16, 12-19, 20-16, 7-11, 16-7,

2-11, 31-27 (corrects 32-27 as given by Ryan in play sent to Mr. Beebe prior to his second scheduled match with Hellman, and the very move with which Ryan defeated Hellman), 4-8, 25-22, 8-12, 26-23, 19-26, 30-23, 6-9, 28-24, 12-16, 17-13, 1-6, 22-17, 16-20, 23-19, 15-18, 19-15, 10-28, 17-1, white (Ryan) won. — W.C.C. Game 31.

E — (Off C) Now the same as Var. 6 at 11th move, page 164, Ryan's' M.E.C.

F — (Off C) 31-27, 1-5, 30-25, *14-18 (not 5-9, *25-22, 11-16, 24-20, 7-11, 27-24, 19-23, 26-19, 16-23, 24-19, 15-24, 28-19, 23-26, 20-16, 11-20, 19-15, etc., white wins — Robt. Duncan), 17-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 12-16, 27-23, 18-27, 32-23, 16-20, 23-16, 20-27, 16-12, 15-18, 26-23, 11-16, 28-24, 7-11, 14-10, 11-15, 23-14, 16-20, drawn — W. T. Dailey, Ryan's Mod. Ency., Note E, page 165.

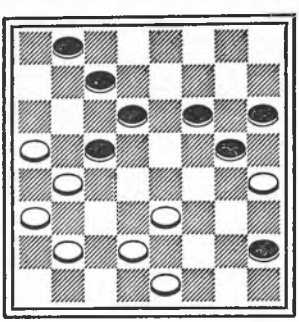
G — (Off C) 26-22, 11-15! 20-11, 24-27! 31-24, 15-18, 22-15, 10-28, 17-10, 6-15, 30-25, 28-32, 25-22, 23-18, 27-23, 18-14, 23-18, lets black off easy, drawn, Dr. A. D. Donovan vs. Geo. W. Bass, Note F, page 165, Ryan's Modern Encyclopedia.

H — (Off C) Corrects play by Mantell in Ryan's Modern Ency. which was also included in the play sent by Ryan to Mr. Beebe, where 24-28 was given at the 25th move of Var. 6, page 164. Both seem to have overlooked the following: (Mantell's 24-28 forms diagram below.

A CASE OF IMPROPER TIMING

Continue from diagram:

26-22, 1-5, *31-27 (this corrects 22-18 as given by A. J. Mantell) 5-9 (if 28-32, 23-18, white wins), 27-24, 28-32, 24-19, 32-27, 22-18, white wins — L. L. Hall.



I — (Off C) Now back into Mantell's' play — L. L. Hall.

J — (Off C) 18-15, 11-27, 31-24, *28-32! 20-11, *32-27, 24-19 (24-20, 27-23, 11-7, 23-18, 7-2, 18-15, 2-7, 15-18, drawn — A. J. Mantell), *14-18! 17-14 (11-7, 27-23, 7-2, 23-16, 2-7, 9-14, 7-2, 16-11, 2-9, 18-22, drawn), 10-17, 21-5, 27-24, 19-15, 24-19, drawn — A. J. Mantell.

K — (Off C) Note that 7-3, then *15-10, 3-8, 11-15, 20-11, 25-30, drawn — Mantell.

L — (Off B) 11-16, 20-11, 7-16, 22-17, 16-19, 23-16, 12-19, 17-13, *8-11, 25-22, 4-8, 22-17, 8-12, 27-24, 2-7, 32-27, 11-16, 24-20, 7-11,

27-23, 19-24, 28-19, 15-24, 30-25, 24-28, 26-22, 1-5, 22-18, 5-9, 31-27, drawn same as Note C at I.

M — (Off B) Not 11-16, 20-11, 8-15, then *31-27, 4-8, 26-23, 19-26, 30-23, 8-11, 28-24, 1-5, *23-18, 14-23, 27-18, 6-9, *21-17, 2-7, 17-13, 9-14, 18-9, 5-14, 13-9, etc., white wins — Wm. F. Ryan.

N — (Off Trunk) If 1-6, then 23-19, now *9-13 still draws as in trunk, but 11-16 is very weak, barely drawing thus: 11-16, 20-11, 7-23, 26-19, 8-11, 30-26, 14-18-(O), 24-20, 15-24, 22-8, 4-11, 27-23, 9-14, 25-22, 6-9, 22-18, 24-28, 26-22, 10-15, 31-27, 12-16, 27-24, 16-19, 23-7, 2-11, *22-17, 14-23, 17-13, 9-14, 13-9, 15-18, 9-6, 23-27, 32-23, 18-27, 6-2, 28-32, 24-19, 32-28, 2-6, 28-24, drawn — Wm. F. Ryan.

O — (Off N) 9-13, 26-23, 6-9, 23-18, 14-23, 27-18, 11-16, 18-11, 16-23, 24-19, 10-14 (23-26, 32-27, 26-30, 27-23, 10-14, 22-18, 13-17, 31-26! — white wins), 19-15, 23-26, 15-10, 26-30, 10-6, 12-16, 6-1, 14-17, 21-5, 30-21, 22-18, 21-17, 18-15, 17-14, 1-6, white is strong — Wm. F. Ryan.

P — (Off Trunk) In his notes to Mr. Beebe, Mr. Ryan stated that 11-16 here barely pulls through. But it may be an absolute loss as the following play by Johnie Mitchell indicates: 11-16, 20-11, 7-16, 24-20, 16-19, 23-16, 12-19, 20-16, 8-12 (8-11, 16-7, 2-11, 22-17, 9-13, 27-23, etc., white wins — Wm. F. Ryan), 27-23 (Ryan showed 16-11 to draw), 9-13, 31-27 (corrects 23-18 given by Ryan to a draw), 1-6, 16-11, 12-16, 27-24, 19-28, 23-18, white wins — Johnie Mitchell.

Q — (Off B) 24-27 loses by *23-19, 5-9 (27-31, *17-14, 22-26, 30-23, 31-27, 23-18, 27-24, 19-15, W.W.), 32-23, 9-14, 17-13, 22-26, 19-16, 12-19, 23-16, white wins — Ryan.

R — (Off Trunk) Or 15-18, 22-15, 11-18, 20-16, *8-11, 24-20, *11-15, 16-11, 7-16, 20-11, 15-24, 27-20, 18-27, 32-23, 10-15, 25-22, 6-10, 30-26, 12-16, 22-17, 13-22, 26-17, *15-19, 17-13, etc., drawn — Wm. F. Ryan.

VARIATION 1

22-17-A	4- 8	23-18	7-16	8- 3	25-30
12-16	23-16	14-23	12- 8	6- 9	16-23
29-25-3	8-12	26-19	16-19	22-18	24-27
8-12	31-27	6- 9	30-26-B	13-17	26-22
25-22	12-19	19-16	*2- 6	3- 7	27-31
16-19	27-23	9-13	17-14	17-21	Drawn
23-16	19-24	16-12	10-17	7-11	Wm. F.
12-19	28-19	11-16	21-14	21-25	Ryan
27-23	15-24	20-11	1- 5	11-16	

A — An important line which has puzzled some of the mail players recently, Clayton O. Beebe.

B — 17-14, 10-26, 30-16, 1-5, 8-3, 2-6, 3-7, 6-9, 7-11, 24-27, 32-23, 13-17, drawn — Wm. F. Ryan.

VARIATION 2

30-26 !-A	23- 7-B	20-16	28-24-F	31-24	10-15
11-16	16-32-C	*8-11 !-E	19-28	20-27	12-16
20-11	7- 3	16- 7	7-10	17-14	15-11
7-16	9-14	2-11	16-20	27-31	16-20
32-28-A	24-20	3- 7	10-17	14-10	11-16
14-18	15-19-D	11-16	32-27	28-32	Drawn

Notes by L. L. Hall

A — These moves were suggested by Marion Tinsley to Clayton O. Beebe, but no further play was given — L. L. Hall.

B — 23-5, 16-32, 26-23(24-20, 15-19, 21-17, 12-16, 20-11, 8-15, 25-21, 19-24, etc., drawn), 8-11, 24-20 (5-1, 11-16), 10-14, 5-1, 4-8, 23-19, 15-24, 28-19, 14-18, drawn — L. L. Hall.

C — Seems safer than 16-30, 7-3, 9-14, 27-23, etc.

D — 14-18 is stronger, but this has a cute trick at Note F. Continue: 14-18, 20-16, 12-19, 3-12, 2-7, 12-16, 18-23, 28-24, 23-30, 16-23, 7-11, 23-19, 32-28, 19-10, 28-19, 10-7, 11-16, 22-18, 19-23, 18-15, 4-8, *7-11, 23-18, 11-20, drawn — L. L. Hall.

E — Not 2-6, 3-7, 6-10, 28-24! 19-28, 7-3, 12-19, 3-12, 19-24, 26-23, likely white win — L. L. Hall.

F — If 7-11, 19-24! 11-27, 32-30, 28-24, 12-16, 24-20, 16-19, 20-16, 4-8, 16-12, 8-11, 12-8, 11-15, 8-3, 30-26, black wins — L. L. Hall.

VARIATION 3 (Off Var. 1)

28-24	16-19-A	23-16	14-21	24-20	14-17
8-12	23-16	12-19	25-22	10-14	Drawn
32-28	12-19	17-13	11-16	20-11	Basil
4- 8	27-23-B	1- 5	20-11	21-25	Case.
29-25	8-12	21-17	7-16	30-21	

A — Stronger than the 1-5 move given in Ryan's Modern Ency., page 160, Var. 1 at 12th move — Basil Case.

B — 25-22, 14-18, 30-25 or 26-23 loses — Basil Case.

VARIATION 4 (Off Trunk)

26-22-5	24-19-C	30-26-E	23-18-E	31-24	22-18
7-10-6-A	11-16-D	6- 9-F	3- 8	4- 8	1- 5
22-18	29-25	28-24-E	18-11	24-20	18- 9
15-22	8-11	16-20	8-15	15-24	5-14
25- 9	25-22	32-28-E	27-23	28-19	26-22
6-13-B	2- 6	11-15-G	20-27	9-14	13-17

Drawn as in Fifth Position — Geo. W. Farley

A — Black has it easy with 15-18. Play from here on indicates a narrow draw for black.

B — The position after this 6-13 jump can be brought up in the following ways: 10-15, 23-18, 7-10, 26-23, 9-14, 18-9, 5-14, 22-18, 15-22, 25-9, 6-13, same.

11-15, 23-18, 7-11, 26-23, 9-14, 18-9, 5-14, 22-18, 15-22, 25-9, 6-13, same.

10-15, 23-18, 9-14, 18-9, 5-14, 26-23, 7-10, 22-18, 15-22, 25-9, 6-13, same.

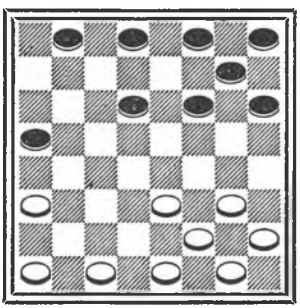
9-14, 22-18, 10-15, 18-9, 5-14, 26-22, 7-10, 22-18, 15-22, 25-9, 6-13, same.

10-14, 22-17, 7-10, 26-22, 9-13, 22-18, 13-22, 18-9, 5-14, 25-9, 6-13, same.

This landing at Note B and the above transpositions is diagrammed below.

LANDING AT NOTE B

(Variation 4)



White to play

C — Stronger than 29-25 as given in Ryan's Modern Ency., page 158, Note C.

D — The only hope for black and seems to draw. 10-14 loses! — Geo. W. Farley.

E — One of white's best attacks — Geo. W. Farley.

F — 10-14 loses by 22-17, 13-22, 26-10, 6-24, *27-20, 3-7, 28-24, 7-10, 31-26, 1-6, 26-22, 6-9, 32-28, white wins — Geo. W. Farley.

G — Can also come up from the Whilter, colors reversed — Geo. W. Farley.

VARIATION 5 (Off Var. 4)

23-19-A	17-13-C	25-22	30-23	27-23	28-19
7-10	16-23	12-16	8-11-D	11-16	14-18
25-22	27- 9	22-17	23-19	24-20-E	23- 7
3- 7-B	1- 5	16-19	4- 8	15-24	2-11
22-17	29-25	26-23	32-27	20-11	17-14
11-16	5-14	19-26	8-12	7-16	16-23

Drawn — Mitchell vs. Robertson, American Checkerist Game 104, Vol. 3, page 124

A — Varies from Ryan's Modern Ency., page 160, Var. 1 at first move where 25-22 is given.

B — 11-16 here would be Ryan's Modern Ency., page 161, Note J.

C — 27-23, *8-11, 24-20, 15-24, 28-19, *14-18, 23-14, 16-23, 26-19, 11-15, 32-28, 15-24, 28-19, 4-8, 17-13, 10-17, 21-14, 8-11, 31-26, 1-5, 13-9, 6-13, 29-25, *13-17, 19-16, 12-19, 26-22, 17-26, 30-16, *2-6, 16-12, 6-9, 12-8, 9-18, 8-3, 7-10, 3-7, 18-22, 25-18, 10-15, drawn — Wm. F. Ryan, American Checkerist Game 104, Note B.

D — 7-11 (8-12 loses by 24-19, followed up with 31-26), 23-19, 8-12, 24-20, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 14-18, 17-14, 10-17, 21-14, 18-22, 14-9, 6-10, 9-6, 2-9, 13-6, 4-8, 6-2, 8-11, drawn — Wm. F. Ryan, A. C. Game 104, Note C.

E — 23-18! *15-22 (16-23, 18-9, white can win), 19-15, 10-19, 17-3 (F), 19-23, 24-20, 16-19, 3-8, *22-25! 8-11, 25-29, 11-15, *29-25, 15-24, *2-7, 21-17, 7-10, drawn — Wm. F. Ryan, American Checkerist (A. C.) Game 104, Note D.

F — (Off E) If 17-1, then 19-23, 1-6, 2-9, 13-6, *16-20, 6-2, 20-27, 2-11 (31-24, 7-11, 2-7, 11-15, 7-10, 15-18, 10-15, 23-26, etc., drawn), 27-32, 11-15, *22-25, 21-17, 25-30, 15-19, *23-26, 31-22, 30-25, drawn — Wm. F. Ryan, A.C. Game 104.

VARIATION 6 (Off Var. 4)

15-18	8-11	8-11	17-22	31-26	19-26
22-15	27-23	22-18-D	14- 9	23-18	15-11
11-18	11-16	1- 5	11-16	26-22	26-30
21-17	25-22	18- 9	9- 6	2- 6	9-13
14-21	4- 8	5-14	2- 9	16-19	21-25
23-14	22-13	26-22	13- 6	6- 9-E	32-27
6-10	7-10-B	14-17	22-26	12-16	25-29
31-26	29-25	22-18	19-15	18-14	14-10
10-17	10-14	16-20	26-31	22-26	29-25
24-19-A	25-22	18-14	6- 2	30-23	Drawn
					P. P.

A — Forms the "Slow Steal Cook" published in the American Checkerist.

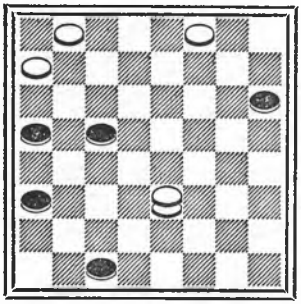
B — 8-11, 29-25, 7-10, 25-22, 1-6-(C), drawn — Wood's Checker Player Game 911.

C — (Off B) 2-6 here loses as follows: 2-6, 28-24 (there may be other ways for white to win, but this certainly forces the issue in grand style), 16-20, 22-18, 20-27, 19-15, 10-19, 23-7, white wins — P. P.

D — 13-9, 1-5, 22-18, 11-15, 18-11, 21-25, 30-21, 14-18 is bad for white.

E — Perhaps stronger here is the sacrifice by 15-10, 22-15, 6-1, 15-6, 1-10, forming diagram below.

Black to play and draw



3- 8	21-25	*26-30
10-14	19-15	32-28
8-11	25-30	*30-25
14-18	15-18	27-32
11-16	30-26	20-27
18-15-F	23-19	32-23
19-23	16-23	25-22
15-19	18-27	28-24
23-26	*12-16	16-12
30-23	28-24	Drawn

L. L. Hall

F — (Off E) 18-22, 19-23, 22-18, *23-26, 30-23, 16-19, drawn — L. L. Hall.

OPENING NO. 46 10-14, 22-17, 14-18

10-14	30-26	12-16-B-6	32-27	6- 9	15- 8
22-17	2- 6	22-18	*16-20-L	17-13	22-26
14-18	26-23	7-10	24-19	10-17	18-14
23-14	6- 9	18-14-C	11-16	21-14-M	26-31
9-18	23-14	*3- 7	27-23	7-10	23-18
26-23-I	9-18	27-23-D	*4- 8	13- 6	31-26
6- 9	25-22-A	*1- 6	31-27	10-17	8- 3
23-14	18-25	23-18-E	8-11	19-15	26-23
9-18	29-22	*8-12-F	28-24	17-22	Drawn

Wm. F. Ryan

Notes by Wm. F. Ryan

A — Departs from all published play as far as I know, and starts what I consider a first class "powerhouse" cook. This line was played in a game between Ed Stephenson and Jacob M. DeBerry by

mail. It would be very difficult for anyone to meet this move on a first try, particularly the 18-14 move at Note C — Wm. F. Ryan.

EDITOR'S NOTE: This cook may have been published after Mr. Ryan's death. I know it was known by several, including Mr. Ivan L. Stewart who sent it to the writer and who has given play on it in his Illinois Mail Tourney Book to be offered to the public at a later date — L. L. Hall.

B — I consider this the only move to draw, but natural enough.

C — At this point 17-14, which throws away white's advantage, was played in the game between Jacob M. DeBerry (black) and Ed Stephenson which ran: 17-14, 10-17, 21-14, 1-6, 27-23, 8-12, 32-27, 6-10, 14-7, 3-10, 31-26, 5-9, 24-20, 9-13, 26-22, 10-15, 27-24, 13-17, 22-13, 15-22, 13-9, 22-26, 9-6, 26-31, 6-2, 31-27, 23-18, 27-23, 18-14, 23-27, 14-10, 11-15, 20-11, 27-20, 10-6, 15-18, 6-1, 18-23, 1-6, 12-16, 2-7, 23-27, 6-9, 27-32, 9-14, 32-27, 14-18, 27-32, drawn.

D — 24-20, *1-6, 31-26, *8-12, 28-24, *4-8, 32-28, 16-19, 24-15, 11-18, 17-13, 10-17, 21-14, 6-10, 26-23, etc., drawn — Wm. F. Ryan.

E — If 24-20, *16-19. If 24-19, then *8-12 (not 16-20, 23-18, 8-12, *31-27, 4-8, 28-24, 11-16, *17-13, 10-17, 21-14, 16-23, 14-9, white wins — Wm. F. Ryan), 28-24-(I), 16-20, 23-18, 20-27, 31-24, 11-16, 17-13, *16-23, 14-9, 5-14, 18-2, 7-11, etc., drawn — Wm. F. Ryan.

F — If 10-15-(G), then 32-27, 15-22, 31-26, 22-31, 24-20, 31-24, 28-3, white wins — Wm. F. Ryan.

G — (Off F) If 16-19, 24-15, 10-19, then *17-13, 6-10 (if 8-12, then 31-27, white wins. Or if 11-16, then 32-27, 19-23, 27-24, white wins), *13-9! 10-17, 21-14, 7-10, 14-7, 5-23, 7-3, 8-12, 3-8, *11-15-(H), 8-11, 15-18, 11-15, 18-22, 15-24, 23-26, 24-19, 26-30, 28-24, white is still strong, but black should draw — Wm. F. Ryan.

H — (Off G) 11-16, 8-11, 16-20, *11-7, 4-8, 7-10, 8-11, 10-14, 11-15, 14-10, 15-18, 10-14, 20-24, 14-10, 18-22, 10-15, 23-26, 32-27, white wins — Wm. F. Ryan.

I — (Off E) If 31-27, then *6-9-(J), 17-13, 9-18, 23-14, 10-17, 21-14, 19-23, 27-18, 11-16, 28-24, *16-20, 13-9, 20-27, 32-23, *7-11, 9-6, 11-16, 6-2, 16-19, 23-16, 12-19, 2-7, 4-8, 7-10, 19-24, 10-15, 24-27, 15-19, *27-31, etc., drawn — Wm. F. Ryan.

J— (Off I) Of course, 16-20 loses by 23-18, as shown in Note E; and if 4-8 at J, then 28-24, 6-9, 17-13, 9-18, 23-14, 10-17, 21-14, 16-23, 27-18, 11-16-(K), *24-20, 16-19, 18-15, 7-11, 15-10, 11-15, 10-7, 15-18, 7-2, 8-11, 2-6, 18-23, *14-10! (passing the pawn; a winning idea often overlooked by even experienced players), 23-26, 10-7, 26-31, 6-10, 31-26, 7-3, etc., white wins — Wm. F. Ryan.

K (Off J) 12-16, 32-27, 8-12, 27-23, 16-20, 24-19, 11-16, 19-15, 16-19, 23-16, 12-19, 13-9, etc., white wins — Wm. F. Ryan.

L — (Off Trunk) If 10-15, then 24-20, 15-22, 14-10, 6-15, 31-26, 22-31, 17-13, 31-24, 28-3, 16-19, 11-16 (only hope), 20-11, 19-24, 8-3, 24-28, 3-7, 28-32, 7-10, 32-28, 21-17, 12-16, 17-14, 16-19 (or 28-24, 10-15), 10-15, 28-24, 15-18, 24-20, 14-10, white is very strong, a probable white win — Wm. F. Ryan.

M — (Off Trunk) At this point Johnie Mitchell suggests 13-6, but no doubt Mr. Ryan was over it. Continue: 13-6, 17-22, 21-17, 22-26, 17-14, 26-30, 6-2, 30-25, 2-6, 25-22! or 25-21 draws — L. L. Hall.

VARIATION 1

17-13	8-11	29-25	4- 4- 8-A	27-23	6-10
5- 9	17-14	16-19	25-21	19-26	14- 7
21-17	1- 5	23-16	7-10	30-14	3-10
11-15	26-23	12-19	14- 7	9-18	Drawn
25-21-2	11-16	21-17	2-11	17-14	

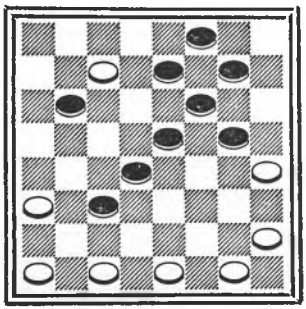
Elam's Checker Board Game 4086

A — The correct move to draw. Ryan's Modern Ency., page 109, Note H at 2nd move gives 7-10 at this point to draw, but it loses as per Wood's Checker Player Game 909. See Variation 4. 7-11 also loses here thus: 7-11, 14-10, 9-14, 10-1, 14-21, *13-9, 5-14, *1-5, white wins — E.C.B. Game 4086.

VARIATION 2 (Off Var. 1)

26-22	22-17	27-18	13- 6	13- 9-3	9- 6
12-16	8-11	15-22	2- 9	4- 8	C-5- 9
17-14	25-21	14-10	17-13	24-20	Forms
1- 5	18-23-A	6-15	9-14	14-18-B	Dia-
					gram

White to play and win



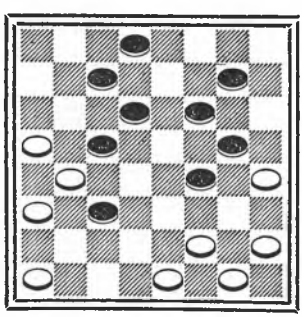
Continue Var. 2 from diagram:

21-17	17-21	6- 2	18-25	6- 9	15-10
9-13	31-26	24-27	29-22	19-16	9- 6
17-14	22-31	9-13	21-25	9- 6	10-15
13-17	32-27	27-31	5- 1	16-19	1- 5
6- 2	31-24	14- 9	25-30	14- 9	15-19
18-23	28-10	31-26	22-17	3- 8	5- 9
2- 6	16-19	13-17	30-26	9- 5	19-15
8-12-D	23-16	26-23	17-14	8-12	9-14
6- 9-E	12-19	9- 5	26-23	6- 9	12-16
23-26	10- 6	23-18	1- 6	19-15	6-10
30-23	19-24	17-22-F	23-19	5- 1	W. W.

R. D. Banks - R. Martin — Wood's Checker Player Game 1108

A — 7-10 is now more popular. Much play was given on this defense in Prof. W. R. Fraser's "The Inferno of Checkers." On page 118 of that work a fine shot was developed by the Editor (See Figure 17), a twin to Arza B. Fogle's Figure 18, but we have no solution. The play leading up to our stroke is given here as follows:

7-10	24-20	9-14
14- 7	4- 8	18- 9
3-10	26-23	5-14
30-26	15-19	Forms
18-22	23-18	Diagram



White to play and win

Continue from diagram

13- 9	22-31	24- 6	31-24	11-15	15-19
6-13	27-24	2- 9	28- 3	3- 7	7-10
31-26	13-22	32-27	White wins - L. L. Hall		

B — 16-19 is the move delt with in Ryan's' Modern Ency., page 113, Var. 8 at 20th move.

C — 8-12, 6-2, 18-23, 31-27, 23-26, 30-23, 22-26, 27-24, etc., drawn — N. W. Banks-Victor Davis.

D — If 17-21 here, then 14-10, 7-14, 6-10, etc.

E — Bobby Martin thought 6-10 to be the shorter route to win.

F — Necessary to prevent the second crowning. White scores a well deserved win.

VARIATION 3 (Off Var. 2)

30-16-A	*16-19	24-20	*10-14	6- 2	32-27
*14-18-B	31-27-E	*7-10	13- 9	23-32	6-10
26-17	*4- 8	14- 7	14-18	2- 6	22-26
18-22-C	17-14	3-10	9- 6	18-23	Black
24-20-D	*8-12	32-27	19-23	21-17	wins.

A — Loses! The correct play here is 13-9, 4-8, 24-20, 16-19, as shown in Ryan's Modern Ency., Var. 8, page 113.

B — It will be noted that 22-25 here, then 29-22, 14-18, 22-17, etc. is a white win — Warren's Corrections of Ryan's Modern Ency., 2nd edition.

C — Play stopped at this point as a black win in Warren's first edition. Play is continued by the editor.

D — 32-27, *16-19, 24-20, 4-8, 27-24, 19-23, 24-19, 15-24, 28-19, 8-12, 17-14, 7-10, 14-7, 3-10, 21-17, 23-26, 31-27, 11-15, 19-16, 12-19, 27-23, 26-30, 23-16, 30-25, black wins — Editor.

E — 32-27, 4-8, same at Note D.

VARIATION 4 (Off Var. 1)

7-10	4- 8-5	11-18	11-16	16-20	31-26
14- 7	24-19	32-27	15-11	3- 8	8-11
2-11	15-24	7-11-D	16-19	19-24	20-24
27-23-A	28-19	30-26	11- 7	26-22	25-21
19-26	3- 7-B	8-12	12-16	24-31	White
31-22	22-15	19-15	7- 3	22-15	wins.

Robinson vs. Cast — Wood's Checker Player Game 909

A — Corrects Ryan's Modern Ency. which gives 31-26 at 5th move of Note H, page 109, allowing a draw — Ray Cast.

B — 18-23, 22-18, 3-7, 25-21, 8-12, 19-15, 11-16, 15-11, 7-10, 11-8, 16-19, 8-3, 12-16, 3-7, 23-26, 7-14, 26-31, 30-25-(C), white wins — Ray Cast.

C — (Off B) Continue: 31-26, 25-22, 26-23, 32-27, 23-32, 14-10, white wins.

D — 7-10, 19-16, 10-15, 16-11, 8-12, 11-7, 15-19, 30-26, same as text — Ray Cast.

VARIATION 5 (Off Var. 4)

11-16-A	24-20	5-21	25-18	11-16	15-18
17-14	9-18	13- 9	15-22	7-11	31-27
3- 7	20- 2	8-11	6- 2	16-20	28-24
22-17	4- 8	9- 6	22-26	11-15	White
18-23-B	2- 9	18-22	2- 7	26-31	wins.

Ray Cast — Wood's Checker Player Game 909, Var. 1

A — If 18-23, 24-19, 15-24, 28-19, 3-7, 22-18, 7-10, 25-21, 4-8, 17-14, etc., white wins — Ray Cast.

B — If 16-20, 25-21, white wins — Ray Cast.

VARIATION 6 (Off Trunk)

11-15	8-11	11-16	10-17	16-23	27-32
24-19	22-18	*27-24	21-14	14- 9	*9- 5
15-24	1- 6	16-20	8-11	5-14	32-28
28-19	*17-13	*18-14	23-18	18- 2	5- 1
7-10	4- 8	20-27	11-16	23-27	White
27-23	32-27	31-24	24-20	13- 9	wins.

Elmer Cottle vs. Ivan L. Stewart

OPENING NO. 47 10-14, 22-18, 6-10

10-14	23-19-C-3	18-22-G	31-26-H	*18-22	12- 8
22-18	15-24	26-17	10-15	30-26	14-18
6-10	28-19	9-18	25-21-I	22-31	8- 3
25-22	7-11-D-4	29-25	*12-16	13- 9	9-18
1- 6-A-1	22-17	3- 7	32-28	31-24	Drawn
24-20-B-2	*14-18-E	19-15	*6- 9	28-12	Karl D.
11-15	17-14	7-10	17-13	15-18	Albrecht
18-11	10-17	15- 8	*9-14	23-19	
8-15	21-14	4-11	26-23	18-22	

A — "There is a 'rumor' around that Tinsley and Hellman have abandoned the 11-15 defense as too weak (perhaps being in the dark on my *10-14 draw in Note B, Var. 1) and that they plan to go 1-6 here. My interest in this 1-6 stems from that rumor. It may be only a rumor. I have been unable to beat 1-6, but I regard it as more critical than the 11-15 defense." — Wm. F. Ryan prior to his scheduled match with Hellman.

B — Thus far, this is the strongest attack I can find against 1-6. It is interesting to note that by playing 29-25 here, white can force black to go back into Variation 1 (by the 11-15 trade), because if 12-16, white replies 24-20 and can win, as black cannot draw by the "Doctor" idea after 1-6 is taken at A. See Var. 2 for play on 24-19 here — Wm. F. Ryan.

C — 23-18 should be strong (See Var. 3), because the resulting play runs into a Tillicoultry (Dodger) formation colors reversed, with black one move advanced (1-6), and this should work out in white's favor, because the weakness in the Tillicoultry (See Lees' Guide, Var. 8, page 152), is due to the fact that the defense (in this case, black), runs out of waiting moves. With the position of the defense advanced one move, there is even less waiting moves — Wm. F. Ryan.

D — At this point Ryan gave 4-8 as the only move to draw and gave 7-11 to lose, but later corrected his play on 7-11 to a draw. But Mr. Albrecht found that 4-8 here was extremely weak, if not an absolute loss, as shown in Var. 4 and notes and variations off Var. 4. Play and notes following this 7-11 of text is a composite analysis of Ryan, Albrecht and Johnie Mitchell.

E — 11-15, 32-28, 15-24, 28-19, 14-18, 17-14, 10-17, 21-14, 18-22-(F), 26-17, 9-18, 29-25, 3-7, 31-26, 4-8, *17-13, 8-11, 19-15, 11-16, 20-11, 7-16, 15-11, 6-10, 11-8, 5-9, 13-6, 2-9, 26-22, 10-15, 8-3, 16-19, 3-7, white wins — Wm. F. Ryan.

F — (Off E) 3-7, 29-25, 4-8, 26-23, 9-13 (if 18-22, 25-18, 6-10, then 18-15, 10-17, 19-16, 12-26, 31-6, 2-9, 20-16, 9-14, *15-10, W.W.), 19-15, 13-17, 25-21, 18-22, 23-19, 22-25, 27-24, etc., white wins — Wm. F. Ryan.

G — If 3-7, then *29-25, 6-10, *19-15! 10-19, 27-23, 18-27, 31-8, 4-11, 26-22, 9-18, 22-8, white wins. A beautiful and practical double action stroke, the stroke being the only way to force the win. After 3-7, 29-25, black has other moves of course, but I could find no drawing idea for black — Wm. F. Ryan.

H — Originally Ryan gave 30-26 here, overlooking the shot by 11-16, 20-11, 2-7, black wins, also pointed out by Johnie Mitchell. He then returned to 31-26 as white's best, but acknowledged it leads to a draw.

I — 26-22, *2-7, 17-13, 5-9, 30-26, white is strong — Ryan. Play from this point on is by Karl D. Albrecht who comments, "For a while I thought this move would win. It makes black step fancy for a few moves, but then white has to go for the draw quick. Other attacks here, but none any stronger."

VARIATION 1

11-15-A	14-23	4- 8	20-27	16-20	*9-13
18-11	27-11	25-22-F	31-24	24-19	18- 9
8-15	7-16	*6-10	12-16	8-11	5-14
29-25	22-18	22-17	13- 6	25-22	16- 7
1- 6	*10-14!-B	*16-20	2- 9	*3- 8	14-17
23-18	26-23-C-E	17-13-H	30-25	19-16	Drawn

Wm. F. Ryan

A — This is certainly the easiest and most restrictive defense, in view of my 10-14 "nullifier" at B — Wm. F. Ryan.

B — This seems to be the "key" move of the black defense, and varies from all published play. With this move, black can force two distinctively different draw lines (against white's best play), so even if one should be found unsound, the other will do nicely — Wm. F. Ryan.

C — The strongest reply. If 18-15, then 16-20, 24-19 (32-27, 12-16, 15-11, 14-18, 21-17, 18-22, 25-18, 2-7, 11-2, 9-13, probable black win), 3-7, 25-22-(D), 14-18, 22-17 (there is no real strength in 15-10), 9-13, 17-14, 18-22, 26-17, 13-22, 21-17, 4-8, 31-27, 6-10, 15-6, 2-18, 17-14, 7-11, 24-20, 26-31, etc., drawn — Wm. F. Ryan.

D — (Off C) 26-22, 4-8, 28-24, 20-27, 31-24, 7-10, 24-20, 9-13, 20-16, 2-7, 32-27, 14-17, 21-14, 10-26, 30-23, 13-17, 25-21, 17-22, 27-24, 22-26, 24-20, 26-31, etc., drawn — Wm. F. Ryan.

E — If 31-27, then 14-23, 27-18, *9-14-(J), 18-9, 5-14, 25-22, 4-8, 26-23-(K), 8-11, 24-20, 3-7, 28-24, 11-15, 20-11, 7-16, 24-20, 16-19, 23-16, 12-19, 20-16, 14-18, 22-17, 18-22, 16-11, 19-23, 11-8, 22-26, 8-3, 26-31, 3-8, 23-27, 32-23, 31-27, drawn — Ryan.

F — The strongest move here is 24-19, but black can draw against it in two ways, as shown in this note and in Note G thus: 24-19, 8-11-(G), 28-24, 16-20, 19-15, 20-27, 15-8, 12-16, 31-24, 3-12, 25-22, 6-10, 24-19 (or 22-17, now 9-13, draws, but Johnie Mitchell notes that 16-20 loses by the shot: 30-26, 20-27, 18-15, etc.), *9-13, 18-9, 5-14, 22-18, 13-17, 18-9, 17-22, drawn by the famous Dixon position. For continuation, see my Mod. Ency. of Checkers, pages 28 and 29, Var. 22, Note H — Wm. H. Ryan.

G — (Off F) I consider the following draw equally as good: 6-10, 28-24-(I), 16-20, 18-15, 20-27, 15-6, *9-13, 31-24, 2-9, 24-20 (19-15 is no good — Clayton O. Beebe), 8-11, 32-27, (25-22, 14-17, 21-14, 9-25, 30-21, 3-7, 23-18, 7-10, etc., drawn), *14-18! 23-14, 9-18, 30-26, 5-9, 19-15, 3-8, 15-10, *12-16! 10-7 (26-23, 9-14, now if 7-10, then 16-19,

23-16, 8-12 does it, and if 10-6, then *8-12, 6-2, *11-15, 20-11, 12-16, 2-7, 15-19 draws), 16-19, 7-3, *8-12, 26-22, 11-15, 3-7, 19-24, 7-10, 24-31, 10-19, *9-14, 22-15,* 14-18, drawn! Wot a draw! — Wm. F. Ryan.

H — 24-19 is easy for black.

I — Off G) Against 18-15, black can win by 2-6, followed by 3-7 later — Ryan.

J — (Off E) The trade at once seems imperative to avoid difficult endings. In my original play, submitted to Mitchell for his examination, I gave 4-8 here, but white gets a very powerful game against it as follows: 4-8, *24-20, 16-19 (8-11, 28-24, 6-10, 26-23, 10-15, 25-22, 3-7, 32-28, 7-10, 24-19, 15-24, 28-19, 9-13, 21-17, 5-9, 30-26, W.W.), *32-27, 3-7, 27-24, 7-10-(L), 24-15, 10-19, 18-15, 9-14, 25-22, 2-7 (if 14-18, then 20-16, 18-25, 16-11 is strong; if 6-10, 15-6, 2-9, 22-17, 14-18, 17-13, 9-14, 13-9, and white has a probable win), 22-17, 14-18, *17-14 (Mitchell gave 17-13), and black is really in bad. However, I believe the ending can be drawn.

K — (Off E) If 22-17, then 6-10, 17-13, 2-6, 26-22, 3-7, 22-17, 8-11, 24-20, 16-19, 32-27, 11-15, 27-23, 19-26, 30-23, 7-11, 23-19, 15-24, 28-19, 11-15, 20-16, 15-24, 16-11, etc., drawn — Wm. F. Ryan.

L — (Off J) Here Mr. Mitchell proposed 9-14 to draw, but it loses: 9-14, 18-9, 5-14, 24-15, 7-10, 25-22, 10-19, *26-23 (Mitchell gave 22-17), 19-26, 30-23, 8-11, 22-18, 6-9, 28-24, 2-7, 24-19, 7-10 (and we are into a stage of the Dr. Lucas Win. I have seen many of the leading players run into this position, believing they had a win with the losing side! The Lucas position has never trapped me yet! — Ryan), Continue: 20-16, 11-20, 18-15, 20-24, 15-6, 24-27, 6-1, 27-31, 1-6, 9-13, 6-9, white wins — Dr. Lucas.

VARIATION 2

24-19	*11-16	19-15	9-27	24-19	4-11
11-15	18-15-B	10-19	31-24	15-24	19-15
18-11	3- 7	32-28	5- 9	28-19	Drawn
8-24	15-11	*19-24	25-22	9-14	Wm. F.
28-19	9-13	27-20	7-10	22-18	Ryan
7-11-A	29-25	14-17	26-23	14-17	
22-18	6- 9	21-14	10-15	11- 8	

A — 4-8, 27-24, now *14-18 draws and is page 346, Var. 24 at 4th move of Kear's Ency. but instead of *14-18, if 8-11 (7-11, 22-18, 9-13, 18-9, 5-14, 26-22, 11-15, 21-17, 14-21, 23-18, 8-11, 18-14, white wins — Ryan), 24-20, 11-15, 19-16, 12-19 23-16, 15-19, 16-11, etc., white is

powerful, a probable white win — Wm. F. Ryan.

B — This almost wins, but not quite. Of course 29-25, 4-8, 25-22, 8-11, 27-24, etc. is a regular Double Corner formation.

VARIATION 3

23-18	28-24	29-25	22-17-K	26-22	M-22-18
14-23	7-16	*9-14-C	19-24	24-28	15-22
27-11	24-20-A	25-22	26-23	31-27	24-19
7-16	16-19	8-11	11-15	5- 9	22-26
20-11	22-17	17-13	30-26-L	27-24	19-12
3- 7	4- 8	2- 7-E-F	7-11	12-16	N-11-15

Drawn — Wm. F. Ryan

A — Johnie Mitchell gives a good variation here by 22-18, tricky but black can draw: 22-18, 4-8, 29-25, now *9-14-(B), 18-9, 5-14, 24-20, 16-19, 25-22, 6-9, 26-23 (32-28, 8-11, now 26-23 is O.K. but not 31-27, 11-15, black wins), 19-26, 30-23,, 8-11, 23-19, 9-13, 31-26, 2-7, 32-28, 11-15, 20-16, 15-24, 28-19, 14-17, 21-14, 10-17, 22-18, drawn — L. L. Hall.

B — (Off A) To prevent 25-22 as Johnie Mitchell shows the following win: 8-11, 25-22, 9-14, 18-9, 5-14, *26-23, 10-15, 22-17, 6-10, 17-13, 1-6, 24-20, white wins — Johnie Mitchell. Continue: 15-19 (15-18, 31-27, 10-15, 30-26, 15-19, 32-28, white wins), 30-26, 10-15, 32-28, 6-10 (15-18, 31-27, W. W.), 13-9, 19-24, 28-19, 15-24, 9-6, 10-15, 26-22, 24-28, 22-17, 15-18, 17-10, 18-27, 31-24, 28-32, 10-7, 32-28, 7-3, 28-19, 3-8, 19-15, 21-17, 16-19, 17-14, 19-24, 14-10, white wins — Hall.

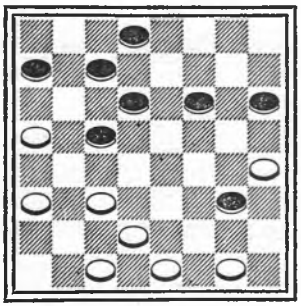
C — Rated by Geo. Bass as a hard draw, but it is black's only way out. Here Bass gives 10-15 to draw, but it loses like this: 10-15, *17-13 (wins and corrects Bass who gave 25-22, allowing black to draw), 2-7-(D), *21-17, 8-11 (if 7-10, 26-23 wins; if 19-24, then *26-23, 7-10, *25-22! 9-14, 23-19, 14-21, 20-16, white wins!), *32-28, 7-10, 26-23, 19-26, 30-23, 9-14, 25-21, 15-18, 23-19, 18-22, 31-27, 22-26, 27-24, 11-15, 20-16, 26-31, 16-11, 31-27, 24-20, 15-24, 28-19, 14-18, 11-7, 27-24, 7-3, 24-15, 3-7, white wins — Wm. F. Ryan.

D — (Off C) 9-14, then *25-22, 14-18, 20-16, 18-25, 16-11, white wins — Wm. F. Ryan.

E — This and 11-15 as in Note F apparently draw, but 19-24 first allows white to make this very unusual win (not a forced white win as Ryan's play was corrected to a narrow draw by Clayton O. Beebe

and Johnie Mitchell, but still a fine example of the late Wm. F. Ryan's skill - Editor), The position after 24-19 is diagrammed below.

White to play



26-23	31-26	18-15
11-15	23-27	24-27
21-17-G	32-23	20-16!
14-21	24-27	27-24
23-18	26-22	13- 9!
15-19	27-31	6-22
22-17!	*23-19-J	15- 6
19-23-H	31-27	24-15
18-14	22-18	6- 2
2- 7-I	27-24	White

The famus Heffner Shot! wins

F — Or 11-15, 20-16, 2-7, 32-27 (22-17, *19-23, 26-19, 15-24, 32-27, 12-19, 27-20, 7-11, 31-26, 5-9, 30-25, 19-24 or 11-15, drawn), 14-18, 22-17, *19-24 (not 18-22, 27-23, white wins), 27-20, 12-19, 20-16, 18-23, 16-12, 23-27, 31-24, 19-28, 12-8, 5-9, 8-3, 28-32, etc., drawn — Wm. F. Ryan.

G — (Off E) A very unusual sacrifice, rarely seen in play.

H — (Off E) Here 12-16, 20-11, 10-15, 18-14, 6-9, 13-6, 2-18 draws - Clayton O. Beebe and Johnie Mitchell.

I — (Off E) 24-28, 14-7, 2-11, 17-14, 12-16, 31-27, 16-19, 27-18, 19-24, 30-26, 21-25, 26-23, white wins — Wm. F. Ryan.

J — (Off E) 22-18, 31-26, 14-9, 26-19, 9-2, 7-11 only draws — Wm. F. Ryan.

K — If 31-27, then 19-24, 22-18, 14-23, 27-18, 5-9, 21-17 (or 26-22, 10-14), then *10-15, black should win — Wm. F. Ryan. Continue: 26-22, 7-10, 20-16, 12-19, 17-14, 10-26, 30-7, 15-22, 32-28, 24-27, 28-24, 22-26, 24-19, 26-31, 19-15, 31-26, 15-11, 26-23, 11-8, 27-31, 7-2, 31-27, 2-7, 23-18, 7-2, 18-14, 8-3, 14-10, 3-8, 27-23, 8-3, 23-18, 2-7, 9-14, black wins — Johnie Mitchell.

L — White can also try 23-19, 24-28, 19-16, 12-19, 20-16, 15-18, etc., but white's advantage, if any, is subject to emotional instability. Now you see it, now don't! — Wm. F. Ryan.

M — 24-19, 15-24, 22-18, 24-27, 18-15, 11-18, 20-11, 27-31, 23-19, also draws — Oliver J. Mauro.

N — This is the best I have been able to do with white on 23-18 at 10th move of trunk (instead of 23-19) — Wm. F. Ryan.

VARIATION 4

4- 8-A	19-16	9-14-E-F	*25-21	M-18-22-N	32-28
*27-23-B	12-19	*29-25	6-10-L	16-12	White
8-11-9	23-16	14-17-G-K	21-14	22-31	wins.
*22-17	8-14-18-6-7	21-14	10-17	12- 8	Karl D.
11-15-5	*17-13	10-17	*31-27	31-24	Albrecht

A — The following masterful analysis by Mr. Albrecht seems to knock out the 4-8 defense entirely (if our play as shown in Var. 10 sustains the win), leaving only one small loophole shown in Trunk. It is interesting to note Mr. Albrecht's comments on the 1-6 defense at A of Trunk, "This move (1-6) was reputedly a favorite with L. T. deBearn during the height of his power as an active player. But it is extremely weak and the move must be handled with the greatest care. Analysis may eventually prove it an absolute loss, for white has a multitude of powerful attacks from which to choose. In any event, it is not a very healthy move to play against a first class player."

B — Ryan originally proposed 22-17, but a sound black draw was found against it by 14-18, etc. This 27-23 line is my improvement to beat the 4-8 line. It prevents effective use of the 14-18 move, and allows white to command the black single corner — Karl D. Albrecht. The Ryan continuation after 4-8 runs: 22-17, *14-18, 17-14-(C), 10-17, 21-14, 18-22, 26-17, 9-18, 29-25, 7-10, 17-13, 3-7, 30-26, *10-14, 25-21, *7-11, 32-28-(D), *5-9, 19-15, 18-23, 26-19, 11-18, 27-24, *18-23, 19-15, *14-18, 24-19, 23-26, 31-22, 18-25, 20-16, 2-7, 28-24, 9-14, 15-10, drawn — Wm. F. Ryan.

C — (Off B) This and 30-25 are the heavy attacks. There is nothing at all in 17-13, as a close examination will reveal. Against 30-25, black seems to pull through like this: 30-25, 9-13, 32-28 (seems weak or a loss since Johnie Mitchell improves this note — Editor) 13-22, 26-17, now (instead of Ryan's 7-11) Johnie Mitchell continues: 18-23, 27-18, 8-11, 18-15, 11-18, 25-22, 18-25, 29-22, 7-11, 31-27, 6-9, 22-18 (if 27-24, 9-13, black wins), 3-7, 27-23, 9-14, strong for black, probable black win.

D — (Off B) 19-15, *18-23, 27-9, 11-18, 32-27, 5-14, 27-24, 8-11, 24-19, 18-23, 26-22, 6-9, 13-6, 2-9, 22-17, 9-13, 17-10, 11-15, drawn — Wm. F. Ryan.

Play in Notes B, C, and D may be of little value now that *27-23 at B is shown as a likely win. However, there is always the possibility of a correction, or a transposition running into these notes. It was

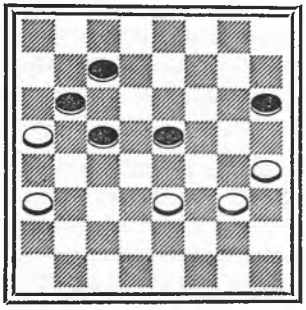
our desire to preserve as much of the late Wm. F. Ryan's play as possible so long it had promise of practicable value.—Editor.

E — 15-19, *29-25, then 10-15 (9-14 is into Note K off Var. 4), makes Var. 7 at D.

F — 7-11, 16-7, 2-11, 32-27, 10-14, 27-24, 3-8, 29-25, 8-12, *26-22, 18-23, 22-17, 14-18, 17-14, 18-22, 25-18, 15-22, 24-19, 9-18, 19-15, etc., white wins — Albrecht.

G — 5-9, *26-23, 18-27, 32-23, 7-11, 16-7, 2-11, 25-22, 3-8, *31-27, 15-18, 22-15, 10-26, 30-23, 11-15, *27-24, 8-12 forms diagram below:

White to play and win



Continue:

23-19	19-15	2- 6
15-18	27-23	11-15
19-15	15-11	6- 1
18-23	23-19	15-11
15-11-H	7- 2	9- 6
23-27	6-10	18-22
11- 7	2- 6	6-10
27-32-J	10-15	14-18
7- 2	6- 9	10-15
32-27	19-16	White
24-19	11- 7	wins.
14-18	16-11	L. L.
2- 7	7- 2	Hall
9-14	15-19	

H — (Off G) At this point Mr. Albrecht continued by 24-19, but allowed a draw in his continuation, as well as much more difficult play for white to win, as the following indicates: 24-19, 23-27, 15-11, 27-32, 19-15, 32-27, 11-7, 27-23, 15-11-(I), 23-18, *7-3 (not 7-2), 18-15, *11-8, 15-11 (if 14-18, *3-7 wins by careful play; if 15-10, 8-4, 14-18, *21-17, 18-23, 4-8, 23-26, 8-11, 26-30, 11-7, 10-15, 7-10, 9-14, 10-19, 14-21, 19-15, white wins), 8-4, 14-18, 3-8, 11-7, 8-11, 7-16, 20-11, 18-23, 11-7, 23-26, 4-8, 26-30, 8-11, 30-25, 7-2, 25-22, 2-7, 22-18, 21-17, white wins — L. L. Hall.

I — (Off H) Here Mr. Albrecht continued by 7-2, 23-18, 15-11, 18-15, 11-7, 15-10, 7-3, 14-18, 3-8, 10-14, 2-7, 18-23, 7-11, 14-18, 21-17, 18-22, 11-15, allowing a draw by *23-26, 8-11, 26-30, etc., drawn. Finding a few minor errors like this on play already refined is a far cry from the act of refining play on positions where there is vast scope for variation, and hence a much larger field for error — Editor.

J — (Off G) 27-31, 7-2, 31-26, 24-19, 26-22, *2-7, 22-18, 20-16, 6-10 (18-22, 16-11, 22-18, 19-15, white wins), 13-6, 18-15, *16-11, 15-24, *11-8, 24-19, *7-11, 19-24, 8-3, 14-18, 3-7, 10-15, 7-10, 15-19, 11-16, 18-23, 6-2, 24-27, (24-28, 10-14, white wins), 10-14, 27-31, 14-18, 31-27, 18-22, 27-24, 2-7, 24-20, 7-11, 20-24, 21-17, 24-28, 17-13, 28-32, 13-9, 32-28, 9-6, 28-32, 6-2, 32-28, 2-6, 28-32, 6-10, 32-28, 10-14, 28-32, 14-18, white wins — L. L. Hall.

K — 15-19, 16-11, 7-16, 20-11, 19-24, 32-28, 3-7, 28-19, 7-23, 26-19, 18-23, 25-22, 2-7, 22-18, 14-17, 21-14, 10-17, 19-16, 17-22, 16-12, 7-11, 12-8, 11-16, 8-3, 16-20, 18-15, 23-27, 31-24, 20-27, 3-7, 27-32, 7-11, white wins — Karl D. Albrecht.

L — 17-22, 26-17, 18-22, 17-14, 22-25, 16-11, 7-16, 20-11, 15-18, 21-17, 25-29, 32-27, 18-22, white wins — Karl D. Albrecht. Continue: 27-24, 22-25 (22-26, 31-22, 6-9, 13-6, 2-25, 30-21, 29-25, *17-13, 25-23, 21-17, 22-26, 24-19, 26-23, 19-16, 23-19, 16-12, 19-15, 11-8, white wins), 30-21, 6-9, 13-6, 2-18, 17-14, 18-23, 14-10, 29-25, 24-19, etc., white wins.

M — 15-19, 26-23, 19-26, 30-14, 17-22, 16-11, 7-16, 20-11, 2-6, 27-23, 22-26, 23-19, 26-31, 19-15, white wins — Karl D. Albrecht.

N — 17-21, 16-11, 7-16, 20-11, 5-9, 13-6, 2-9, *27-23, 18-27, 32-23, and white gets the move on all black's pieces, white wins — Karl D. Albrecht.

VARIATION 5 (Off Var. 4)

9-13	11-20	2- 6-A-B	7-14	7-10	12-16
*20-16	19-15	30-23	29-25	22-18	31-27
13-22	10-26	5- 9	3- 7	White wins	
26-17	17- 1	1-10	25-22	Karl D. Albrecht	

A — 7-10, 30-23, 10-14, 29-25, 12-16, 25-22, 3-7, 22-17, 7-10, 32-28, white wins — Karl D. Albrecht.

B — If 7-11, 30-23, then the trade and mop up with the king.

VARIATION 6 (Off Var. 4)

15-18	16-11	17-21	13- 6	18-27	9-14
17-13	7-16	31-27	2- 9	32-23	16-12
14-17	20-11	14-17	24-20	5- 9	White
21-14	9-14	27-24	9-13	20-16	wins.
10-17	29-25	6- 9	26-23	Karl D. Albrecht	

VARIATION 7 (Off Var. 4)

15-19	15-19	32-28-C	28-32	18-11	23-27
17-13-A	*21-17	*31-27	27-24	10- 6	14-18
14-18-10	18-23	6-10-D	32-27	5- 9	27-32
29-25	*25-21	13- 6	24-20	6- 1	18-23
10-15-B	23-27	2- 9	27-23	9-14	32-28
16-11	26-23	17-14	19-15	1- 6	23-19
7-16	19-26	10-17	23-18	14-18	28-32
20-11	30-23	21-14	14-10	6-10	19-16
19-24	27-32	9-18	3- 8	18-23	11- 7
*32-28	28-19	23-14	11- 4	10-14	16-11

White wins — Karl D. Albrecht

A — If 29-25, 9-13, 25-22, 7-11, 16-7, 2-11, 26-23, 19-26, 30-23, *11-15 draws.

B — 9-14, 16-11, 7-16, 20-11, 19-24, etc. becomes Note K off Var. 4.

C — 6-10, 13-6, 2-9, 17-13, 9-14, 13-9, 32-28, 19-16, 28-24, 9-6, 10-15, *16-12, 24-20, (if 15-18, *21-17), 31-27, 5-9, *6-2, 9-13, 2-6, 13-17, 6-10, 15-18, 10-15, 18-22, 15-18, etc., white wins. — Albrecht.

D — 28-32, 19-16, 32-28, 16-12, 6-10, 13-6, 2-9, 17-14, 10-17, 21-14, 9-18, 23-14, 28-32, 27-23, 32-27, 23-18, 27-23, 11-8, 23-26, 18-15, 26-23, 14-10, 23-18, 15-11, 18-15, 10-7, 3-10, 8-4, 15-8, 4-11, 5-9, 12-8, 9-13, 8-3, 13-17, 3-7, 10-14, 7-10, 14-18, 10-14, white wins — Karl D. Albrecht.

VARIATION 8 (Off Var. 4)

7-11	2-11	3- 7-A	14-18-B	9-18	White
16- 7	26-23	32-27	23-14	30-26	wins.

Karl D. Albrecht

A — 3-8, 31-27, 8-12, 30-25, 12-16, 27-24, 15-18, 24-19, 18-27, 32-23, 11-15, 19-12, white wins — Karl D. Albrecht.

B — 15-18, 30-25, 11-15, 20-16, 9-13, 16-12, 13-22, 27-24, 18-27, 25-2, white wins.

VARIATION 9 (Off Var. 4)

7-11	5-14	3- 7-B-C	10-17	2- 7	17-21
22-18	*23-18!	27-18	29-25	21-14	26-23
9-13-A	14-23	13-17	7-10	10-17	6-10
18- 9	31-27	21-14	25-21	32-27	27-24

White wins — Karl D. Albrecht

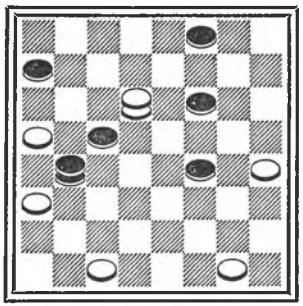
A — 3-7, 26-22, 9-13, 18-9, 5-14, 22-18, etc., white wins — Karl D. Albrecht.

B — 6-9, 27-18, 10-14, 26-23, 3-7, 29-25, 13-17, 30-26, 7-10, 25-22, 10-15, 19-10, white wins — Karl D. Albrecht.

C — 2-7, 27-18, 6-9-(D), 26-23, 10-14, 29-25, etc., white wins — Albrecht.

D — (Off C) 13-17, 21-14, 10-17, 29-25, 17-21, 25-22, 6-9, 32-27, 7-10, 27-23, 3-7, 22-17, 9-13, 26-22, white wins — Karl D. Albrecht.

VARIATION 10 (Off Var. 7)



7-11-A	19-24	9-14
16- 7	25-22	1- 6
2-11	24-31	15-19
29-25	22-17	6-10
10-15	31-22	22-17
31-27-B	17- 1	Diagram

Continue from diagram:

32-28	15-19	20-16	27-31	1- 5	26-22
19-23	16-11-C	22-18	30-25	24-27	14-10
28-24	5- 9-D	16-12	31-27	22-17	23-18
23-27	13- 6	18-15	25-22	27-31	F-10- 6
24-19	17-13	11- 8	27-23	17-14-E	Likely
11-15	10-17	15-11	6- 1	31-26	White
19-16	13-22	8- 4	19-24	5- 9	win.

L. L. Hall

A — Only a little play on this move was given by Mr. Albrecht. But it seems to offer slim hope for a draw — L. L. Hall.

B — 26-22 here also looks powerful — Editor.

C — The following seems to draw narrowly: 10-6, 17-22, 16-11, 19-24, 6-10, *14-18! (22-17 loses as in Note D), then if 13-9, 5-14, 10-26, 27-31, etc.

D — 19-24 (27-31, 10-6, white wins), 20-16, 27-31, 11-7, 31-27, 16-11, 27-23, 7-2, 24-27, 2-6, 27-31, 11-7, 31-27, 6-9! 3-8, 9-18, 23-14, *7-3, 14-7, 3-10, white wins — L. L. Hall.

E — Black cannot afford an exchange, but white must crown four kings to win.

F — White can eventually crown the piece on 21 and should be able to win.

OPENING NO. 64 10-15, 21-17, 9-13

10-15	28-19	*16-20	31-24	11-25	19-16
21-17	*1- 6	30-26	*12-16!	2- 4	31-26
9-13	25-21-B	*4- 8	24-19	17-22	23-19
17-14	*11-16	G-19-15-E-F	16-20	26-17	26-23
6- 9!	26-23	*13-17	32-27	13-22	18-15
24-19	*8-11-C	25-22	*2- 6	23-18	Drawn
9-18-A	22-18	9-13	14- 9	22-26	Wm. F.
23-14-1	*6- 9	27-24	5-14	27-23	Ryan
15-24	29-25-D	20-27	18- 2	26-31	

Notes by Wm. F. Ryan

A — 15-24, 28-19, 9-18, 22-15, 11-18, 23-14 is a position brought up from an Edinburgh thus: 9-13, 22-18, 6-9, 18-14, 9-18, 23-14, 10-17, 21-14, 11-15 (Ryan's new defense, once rated as a loss), 24-19, 15-24, 28-19, same.

B — 22-18, *7-10, 14-7, 3-10 27-24, *11-16! (10-14, 18-9, 5-14, 26-22, 6-10, 25-21, 2-7, *21-17, 14-21, 22-18, white wins — Ryan), etc. draws. No further play is given by Ryan — Clayton O. Beebe.

C — 6-9, *29-25, 9-18, 22-15, 8-11, 15-8, 4-11, 25-22, 7-10, 22-18, 2-7 (10-14, 18-9, 5-14, 30-25, 13-17, 25-22, 17-26, 31-22, 2-6, 27-24, 6-10, 24-20, 11-15, 20-11, 15-24, 22-18, white wins), *31-26, 10-14, 18-9, 5-14, 26-22, 7-10, 22-18, 16-20, 18-9, 11-15, 19-16, 12-26, 30-23, 10-14 (3-7, 9-6, 13-17, 21-14,10-17, 6-2, 7-11, *32-28, 17-22, *28-24, 22-26, 2-7, 26-31, 7-16, 31-26, 16-19, white wins), 9-6, 15-18, 6-2, 18-22, 2-6, 22-26, *23-19, 3-8, 27-24, 20-27, 32-23, 26-31, 6-9, 14-18, 23-14, 8-11, 9-6, 31-26, 6-10, 26-23, 19-15, 11-18, 10-15, 18-22, 15-18, white wins — Wm. F. Ryan.

D — 19-15, 16-19, 23-16, 12-19, 15-8, 4-11, 30-26, 3-8, 32-28, 8-12, 27-24, 11-15, etc., drawn — Wm. F. Ryan.

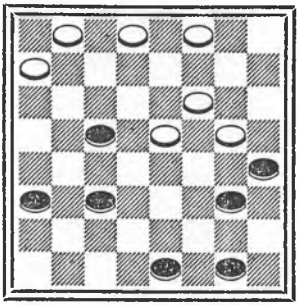
E — 27-24, 20-27, 31-24, *7-10, 14-7, 3-10, 26-22, *2-7, 24-20, 9-14, 18-9, 5-14, 22-18, 14-17, 21-14, 10-17, 25-21, 17-22, 18-14, 22-26, 23-18, 26-31, 19-15, 31-26, 15-10, 26-22, etc., drawn — Wm. F. Ryan.

F — 25-22, 11-16, 19-15, 16-19, 23-16, 12-19, 32-28, 2-6, 27-24, 20-27, 31-24, *8-12, 15-11 (or 24-20, *7-11, 15-8, 6-10, 14-7, 3-10, drawn), 7-16, 24-15, *3-7, 15-11, 7-10, 14-7, *16-19, 21-17, 6-10, 18-15, 9-14, 15-6, 14-21, 22-18, 13-17, drawn — Wm. F. Ryan.

G — For play on 32-28, see C.C.C. Game 952, page 380, by Al Flower — Clayton O. Beebe.

VARIATION 1

19-10	26-22	23-18	2-25-22-A	25-21-B	D-21-17
7-14	12-16	14-23	16-19	*7-11-C	Forms
22-15	22-15	27-18	29-25	15- 8	diagram
11-18	8-12	3- 7	*5- 9	4-11	



Black to play and draw

*1- 5	17-14-E	5-14	2- 6	*16-20	14-10
31-26	11-16	10- 6	27-31	9-14	26-17
*12-16	25-21-F	11-15	6- 9	27-23	21-14
32-27	7-11	27-23	14-18	10- 6	15-18
16-20	14-10	20-24	23-14	23-30	Drawn
30-25	9-14	6- 2	31-27	6- 2	Wm. F.
*2- 7	18- 9	24-27	14-10	*30-26!	Ryan

A — 25-21, 16-19, 30-26, 4-8, 32-27, 12-16, 29-25, 1-6, 25-22, 7-11, 27-23, 2-7, 31-27, 5-9, 27-24, 7-10, 21-17, 9-14, 18-2, 11-25, 24-6, 13-31, drawn — Wm. F. Ryan.

B — 30-26, *2-6, 25-21, *7-11, 15-8, 4-11, 22-17, 13-22, 26-17, 9-13, 17-14, 1-5, 32-27, 6-9, 27-24, 19-23, 14-10, 9-14, 18-9, 5-14, 10-7, 11-15, drawn — Wm. F. Ryan.

C — 1-5, *30-26, 4-8, 32-27, 7-11, 15-10, 11-16, 27-23, 16-20, 23-16, 12-19, 10-6, 2-7, 6-2, 7-11, 2-7, 11-16, 7-11, white wins — Wm F. Ryan.

D — 31-26, *12-16, 32-27, 16-20, 26-23, 19-26, 30-23, 2-6, 28-24, 6-10, 24-19, 1-5, *22-17, 13-22, 18-15, 11-18, 23-7, 22-26, 27-23, 26-31, 7-2, 9-13, 23-18, 31-26, 19-16, 26-23, 18-14, drawn — Wm. F. Ryan.

E — 25-21, *7-10, 27-23, *19-24, 28-19, 9-14, 18-9, 5-14, 19-16, 11-15, 16-11, 20-24, 11-7, 24-27, 7-2, 27-31, etc., drawn — Wm. F. Ryan.

F — 18-15, 9-18, 15-11, *20-24! 27-20, 18-23, 11-2, 23-30, 20-11, 30-21, drawn — Ryan.

VARIATION 2 (Off Var. 1)

28-24	25-21	17-13	16-11	8- 3	11- 8
16-20	*10-14	24-28	26-22	26-30	25-22
24-19	27-23	31-27	11- 4	3- 8	8- 3
4- 8	2- 7	28-32	12-16	23-27	22-18
25-22	30-26	27-24	19-12	8-11	etc.
*1- 6	7-10	32-27	10-26	30-25	Drawn
29-25	22-17	24-20	18-15	11- 7	Wm. F.
*7-10	13-22	27-31	14-18	22-18	Ryan
32-27-A	26-17	20-16	12- 8	15-11	
*5- 9-B	20-24	31-26	18-23	18-14	

A — 25-21, 10-14, 18-9, 5-14, 31-27, 2-7, 22-18, 14-23, 27-18, 7-11, 32-27, 6-9, 15-10, 9-14, 18-9, 11-15, drawn — Wm. F. Ryan.

B — 10-14, 18-9, 5-14, 27-24, 20-27, 31-24, 6-9, 15-11, 8-15, 19-10, 14-17, 25-21, 17-26, 30-23, 9-14, 24-20, 13-17, 10-6, 2-9, 23-18, 14-23, 21-5, white wins by First Position — Wm. F. Ryan.

OPENING NO. 67 10-15, 22-17, 6-10

10-15	26-23	*15-19	26-23	*25-22	7-10
22-17	9-18	24-15	*18-22	10- 7	*14-17
6-10	23-14	11-18	25-18	*5- 9	10-14
17-14	2- 6!	28-24-3	15-22	7- 3	*17-21
10-17	30-26	8-11	24-20	*9-14	12- 8
21-14	12-16	21-17-4	22-26	24-19	16-19
9-18	29-25-1	*7-10-A	17-14	*22-26	8- 3
23-14	6- 9!-2	14- 7	*26-30	19-12	19-15
1- 6	26-23	3-10	27-24	26-19	etc.
25-21	9-18	31-26	*30-25!-5	3- 7	Drawn
6- 9!	23-14	*10-15	14-10	19-16	Ryan

Notes by Wm. F. Ryan

A — The only move to draw! My original version of the draw was 4-8, but when I showed the position to Clayton Beebe he knocked out 4-8 by *17-13, 7-10, 14-7, 3-10, *24-20, 8-12 (10-15, 31-26, 8-12, 26-22, 16-19, 32-28, white wins), *27-23, 18-27, 31-24, 10-14, 25-21, 14-18, 21-17, 18-22, 17-14, 22-26, 13-9, 26-31, 9-6, 31-26, 6-2, 26-22, 2-6, 22-18, 14-10, etc., white wins — Clayton O. Beebe.

VARIATION 1

21-17	4- 8	14- 7	14-18	24-15	25-30
16-19	25-22	3-10	27-23	11-18	Drawn
17-13	*12-16	27-24-B	*18-27	20- 4	Wm. F.
*8-12-A	24-20	10-14	22-18	22-25	Ryan
29-25	*7-10	32-27	15-22	31-24	

A — See Ryan-Cameron Game 5, Note B for the 6-10 loss.

B — 27-23, 8-12, 22-17, 5-9, 32-27, 19-24, 28-19, 15-24, 23-18, 24-28, 26-23, 10-15, is not hard for black — Wm. F. Ryan.

VARIATION 2

8-12-A	24-15	7-10!-C	21-14	19-23	*31-27
*21-17	11-18	23- 7	16-19	*10- 7	23-26
4- 8	*14-10!	3-10	*14-10	15-18	3- 7
*25-21	6-15	*17-14	8-11	*7- 3	White
15-19-B	26-23	10-17	*27-24	11-15	wins.

Wm. F. Ryan

A — 16-19 also loses by *25-22, 6-9, 14-10, 7-14, 22-17, 9-13, 17-10, 15-18, 24-15, 18-22, 26-17, 13-22, 10-6, 11-18, 6-1, 22-25, 1-6, 18-22, 21-17, 25-30, 6-10, 8-11, 17-13, 30-26, 10-14, white can win — Wm. F. Ryan.

B — 15-18 is no better, for then *17-13, 16-20, 24-19, 11-16, 26-23, 8-11, 19-15, 3-8, 13-9, 6-13, 15-10, white wins — Wm. F. Ryan.

C — If 16-19, then 23-14, 8-11, *27-24, 19-23, 24-19, 15-24, 28-19, 7-10, 14-7, 3-10, 17-14, 10-17, 21-14, 11-16, 19-15, white wins — Wm. F. Ryan.

VARIATION 3

21-17	10-15	23-19	11-16	10-19	22-25
8-11	28-24	15-18	8- 3	18-22	14-10
17-13-A	*16-20-B	19-16	16-19	27-23	25-30
7-10	25-21	11-15	3- 7	26-31	Drawn
14- 7	4- 8	16-12	19-28	23-18	Wm. F.
3-10	26-23	8-11	7-10	31-26	Ryan
31-26	18-22	12- 8	*22-26	18-14	

A— Or 25-21, 11-15, 14-10, 7-14, 17-10, 16-19, 10-6, 19-23, 6-2, 23-26, drawn — Wm. F. Ryan.

B — Black dare not go 4-8 here for then *24-20, 8-12, *26-22, 16-19, 32-28, 19-23, 27-24, white wins — Wm. F. Ryan.

VARIATION 4

31-26-A	21-17	23-19-C	32-28	25-21	7- 3
*4- 8	*8-12	7-10	10-14	17-22	26-31
26-23-B	17-13	14- 7	19-10	10- 7	3- 7
*16-20	*11-15	3-10	14-17	22-26	31-26

Drawn — Wm. F. Ryan

A — 24-20, *4-8, 27-24, 7-10, 14-7, 3-10, 31-26, *10-15, 26-23, 18-27, 32-23, 5-9, 21-17, 9-13, 25-22, 15-19, 24-15, 11-25, 20-4, 13-22, drawn — Wm. F. Ryan.

B — 21-17, the safest draw is by 8-12, 17-13, 11-15, 13-9, 7-10! (safer than 16-19), 14-7, 5-14, 24-20, 3-10, 20-11, 14-17, 25-21, 10-14, 11-7, *12-16, 7-2, *15-19, 2-7 or 2-6, 18-22, drawn — Wm F. Ryan.

C — If 13-9, 7-11 draws — Wm. F. Ryan.

VARIATION 5

4- 8	10- 6	26-23	7- 3	31-26	15-19
*14-10	30-26	14-10	22-26	*3- 8	23-16
5- 9	6- 1	13-17	*1- 6	16-19	20-11
*23-18	9-13	10- 7	26-31	8-15	12-16
8-12	18-14	17-22	*6-10	19-28	10-15

White wins — Wm. F. Ryan

OPENING NO. 69 10-15, 22-17, 9-13

10-15	1-6- 9-C	17-26	8-15	16-20	31-26
22-17	29-25-D	31-22	20-11	18-11	10- 6
9-13	8-11!	*9-13	7-16	20-27	Drawn
17-14	24-20-E	30-26	14-10	32-23	Wm. F.
11-16	1- 6-F	*3- 8-M	6- 9	9-27	Ryan
23-18-A-B	27-24-G-H	26-23	23-18	22-17	
15-22	*13-17!-K	*11-15-N	*13-17!-0	27-31	
25-18	4-26-22-L	18-11	21-14	17-13	

Notes by Wm. F. Ryan

A — It should be carefully noted here that white cannot effectively trade off 24-19, 15-24, 28-19, because black can safely reply *6-9 and get an even game or better. If white goes 25-22, the correct reply is 16-20 (not 6-9, 30-25, 9-18, 23-14, 16-20, 26-23, white strong), now if 30-25, 8-11, black is safe, and if 24-19 (instead of 30-25), then 15-24, 28-19, 8-11, 22-18, 11-16, 29-25, 6-9, now if 25-22 (if 19-15, then *16-19 is correct to draw, as 1-6 given in the Modern Ency. can be beaten by *23-19 in reply, the Mantell-Davis game quoted in the Modern Ency. having been proven unsound, then *1-6 is correct to draw as 14-23, 6-2, 16-19, etc., drawn — Wm. F. Ryan.

B — A new line currently in vogue, with more thunder than lightning, runs thus: 21-17, 13-22, 25-11, 8-15, 14-10 (the new one; this position also comes up from 10-15, 21-17, 9-13), 7-14, 24-20, 3-8 (best by far), 20-11, 15-18, 28-24, 8-15, 26-22, 18-25, 29-22, 14-18 (14-17 is O.K. too — Clayton O. Beebe), 23-14, 2-7, 27-23, 15-19, 24-15, 6-10, 15-6, 1-26, 31-22, 7-10, 22-17, *12-16, 23-18, 5-9, 17-13, 10-14, 13-6, 14-23, 6-2, 16-19, etc., drawn — Wm. F. Ryan.

C — The start of a first class "offensive-defensive" cook that virtually paralyzes white's attacking selectivity. There are three good

arguments for this splendid restrictive move: (a) It throws the play on your own territory and this in itself, when handling the weak side of an opening, practically nullifies your opponent's advantage. (b) It circumvents the possibility of falling into a cook if orthodox play is followed. (c) It keeps your opponent off balance by making him WORK, while actually giving you winning chances with the weak side. This 6-9 move effectively side-steps all the critical play stemming from 16-20, by keeping the piece planted temporarily on square 16!

The accepted defense at C is: 16-20, 24-19, 8-11, 29-25, 11-16, 27-23, 6-9, 25-22, *1-6, 22-17, 13-22, 26-17, *9-13, 30-26, 13-22, 26-17, 6-9 (4-8 also draws narrowly), 17-13, 7-10, 13-6, 2-9, 14-7, 3-10, 18-15, 10-14, 15-11, 14-17, 21-14, 9-27, 32-23, 5-9, 11-7, 9-14, 7-3, 14-18, 23-14, 16-23, 3-7, 4-8, 7-10, 23-27, 31-24, 20-27, 10-15, 12-16, 14-10, 27-32, 10-7, 32-27, 7-3, 8-12, 3-7, 27-23, 7-11, 16-20, 11-7, 23-19, 15-24, 20-27, 7-11, *27-32, 28-24, *32-28, drawn — Wm. F. Ryan, American Checkerist, Vol. 3, page 245.

D — The natural waiting move, and is strongest, but black WANTS this move because later white has some real tough ones to find across the board! The only other move here that merits any consideration at all is 27-23, 8-11, 24-19, 16-20, 29-25 (if 32-27 or 19-15, then 11-16 is correct), now 11-16 is the accepted move here, running into the critical play shown in Note C, but why 11-16? I can't get even a resemblance to an advantage for white against 12-16, 19-12, 11-15, black drawing easily — Wm. F. Ryan.

E — Again best. There is nothing at all in 26-23, 16-20, 24-19. After the text move (24-20), it appears white is sure to win, but it is all a nasty illusion.

F — A tricky waiting move that sets the stage for a number of well hidden black wins. (See diagram off Note L). If you get this far, you have better than a fifty-fifty chance of winning with black!

G — Not a very natural move, but the ONLY one that maintains white's advantage. 28-24 is wanted here and is covered in Note H. If 26-22, then 16-19, 27-24, 19-23, 24-19, 6-10, 31-26, 10-17, 21-14, 23-27, 32-23, 12-16, 19-12, 11-15, 18-11, 7-16, 20-11, 9-27, 28-24, 27-31, 25-21, 5-9 (safest and best), 24-20, 9-14, 26-23, *14-17, 21-14, 31-26, 14-9, 26-19, 20-16, 19-15, 9-5, 15-8, 5-1, 2-7, 1-6, 7-10, 6-15, 8-11, drawn — Wm. F. Ryan.

Again at G, if 26-23, then 16-19, 23-16, 12-19, 30-26, 3-8, 20-16 (27-24,

6-10!, 24-6, 11-16, black wins), 11-20, 27-24, 20-27, 31-15, 8-11, 15-8, 4-11, 28-24, 13-17, 24-19, 6-10, black wins. Against 27-23 at Note G, the trade by 16-19, 23-16, 12-19, 32-27, 3-8, 20-16 (27-24, 11-15), 11-20, 27-24, 20-27, 31-15, 8-11, etc. is still powerful for black — a probable black win — Wm. F. Ryan.

H — Believe it or not, I was "swindled" into this position by James Ricca of New York City, in a $5.00 match in which I was conceding him a two-game start in four games. Ricca is the "father" of the 6-9 move at Note C, but he played the move across the board, and knew nothing of its fine points. Here (Note H), I played the natural 28-24, and my opponent replied 11-15 (best), 18-11, 9-18, and now I didn't like the "looks" of my game at all, so attempted to clarify the air by 26-23-(I), 6-9, 23-14, 9-18, 27-23!-(J), 18-27, 32-23, 3-8! (best, as 7-10, 31-26, 5-9, allows the draw shown in Note J), 31-26, 8-15, 20-11, 7-16, 23-19, 16-23, 26-10, 12-16, 24-20, 16-19, and now *30-26 will draw, but I played 20-16 and lost the ending, believe it or not! If there is a draw after my 20-16, it is very problematical.

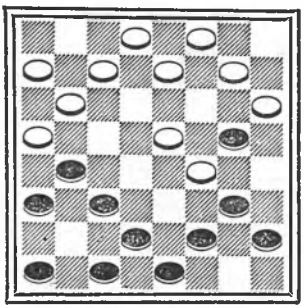
I — (Off H) Very weak. And if 27-23, 18-27, 32-23, then 7-10, threatening 16-19, and black should win. The right move at Note I is 32-28, 7-10, 26-23, 10-14, 30-26 (24-19, 13-17, 30-26, 6-9, etc., drawn!), 3-7, 11-8, 4-11, 26-22, 11-15, 20-11, 7-16, 24-19, etc., drawn. This is very complicated play, and hard to fathom across the board! — Wm. F. Ryan.

J — (Off H) Better play here is: 31-26, 7-10, *27-23, 18-27, 32-23, 5-9, *25-22, 3-8 (9-14, 11-7, 2-11, 22-18, white wine), *23-18! 8-15, *20-11! 12-16, 24-20, 10-14 (16-19, 21-17, easy for white), 26-23, 15-19, 18-15, 19-26, 30-23, 16-19, 23-16, 14-18, 15-10, 18-25, 11-7, drawn — Wm. F. Ryan.

K — The only one. Black cannot go 11-15, 18-11, 9-18, as 26-22 wins at once — Wm. F. Ryan.

L — Ryan gave play on 31-27 at this point, but an improvement was found as shown in Variation 4—Editor. Against 25-22 here, 11-15 is the correct reply. If 32-27 instead of text at Note L we get the position diagrammed below'

"A STARTLING REVERSE!"



Black to play and win

Continue from diagram

*17-22! 26-17, 9-13, 25-22,

6-9, black wins — Wm. F. Ryan.

M — 6-10, 32-27, 10-17, 21-14, 3-8, *25-21, 11-15, 20-11, 7-16, 18-11, 8-15, *24-20, 16-19, *20-16, 2-6, 14-10, 19-24, 27-20, 12-19, 10-1, 5-9, 1-6, 9-14, 6-10, 14-18, 20-16, 18-25, 16-11, 25-30, 11-7, 30-23, 28-24, 19-28, 10-26, 28-32, 26-23, white wins — Wm. F. Ryan.

N — 6-10, *21-17, 11-15, 20-11, 7-16, 18-11, 8-15, 14-7, 2-11, *24-19, 15-24, 28-19, 16-20, 32-27, 11-16, 17-14, 4-8, *25-21, 8-11, *21-17, 11-15, 19-10, 16-19, 23-16, 12-19, 10-7, 19-24, 27-23, 24-27, 14-10, 27-31, 23-19, 31-26, 10-6, etc., white is strong — Wm. F. Ryan.

O — I worked on and off for six months on the position starting with 26-22 at Note L, before I found this simple draw. Good analysis cannot be produced in a hurry, and must be hashed and re-hashed many times before the finished product is achieved. Ordinarily, I would never have found this move. But being anxious and determined to find a draw for black after 26-22 at L, in order to make the "cook" at Note C tenable, I kept re-examining the play until I found what I was looking for. This is it! Simple? Yes! But moves like this are what are commonly missed, and usually they spell the difference in the desirability or rejection of a whole line of play! — Wm. F. Ryan.

VARIATION 1

8-11	26-23-B	10-19	15-10-G	3-10	20-11
24-20	18-22-3	24-15	9-14-H	24- 6	9-14
6- 9-2	23-18	16-19	10- 7	2- 9	7- 2
28-24-A	1- 6-C	21-17	14-21	28-24	22-26
11-15	32-28-D	6- 9	26-17	21-25-I	31-22
18-11	7-10	30-26	13-22	11- 7	30-26
9-18	18-15-F	12-16	27-24	25-30	Drawn

Play and notes by L. L. Hall

A — As a result of some mail play we received from Mr. Albert Morley some time back, we took this move up with Mr. Johnie Mitchell of Cordele Georgia. The play in this variation is the result of our correspondence — L. L. Hall.

B — 29-25 is published play. This position also comes up from 9-13, 22-18, 10-15, 18-14, 11-16, 24-20, 8-11, 23-18, 15-22, 25-18, 6-9, 28-24, 11-15, 18-11, 9-18, 26-23, same — Editor.

C — If 5-9, *18-15, white wins — Johnie Mitchell.

D — 27-23-(E), 6-9, 24-19, 7-10, 32-28, 10-14, 28-24, 13-17, 30-25, 3-8 (forces the draw), 11-7 (31-27, 11-18, 20-11, 22-26, 19-10, 26-31, 18-15, 31-26, 24-19, 26-31, etc., black wins), 2-11, 19-15, 9-13, 18-9, 11-27, 21-14, *8-11, 25-18, 27-32, 18-15, 11-18, 20-11, 32-27, 24-20, 27-23, 9-6, 18-22, 6-1, 23-18, drawn.

E — (Off D) 30-25, 7-10, 11-7, 2-11, 18-14, 10-17, 21-14, 6-10, 14-7, 3-10, 25-18, 5-9, 29-25, 10-15, 18-14, 9-18, 27-23, 18-27, 32-23, 13-17, 25-22, drawn — Johnie Mitchell.

F — 18-14, 10-17, 21-14, 3-7, 30-25, 6-10, 25-18, 10-17, 18-14, 17-22, 27-23, 13-17, 23-18, 17-21, 18-15, 16-19, drawn — L. L. Hall.

G — 27-23, 3-8, 23-18, 8-12, 11-8, 4-11, 15-8, 19-23, 26-19, 16-23, 8-3, 23-26, 3-8, 26-30, 8-11, 30-25, 17-14, 25-21, 14-10, 21-17, 18-15, 9-14, 10-7, 22-26, drawn — L. L. Hall.

H — If 3-8, 10-7, white wins — Johnie Mitchell.

I — Or 9-14, 11-7, 14-17, 20-11, 5-9, 7-2, 9-13, etc., drawn — L. L. Hall.

VARIATION 2 (Off Var. 1)

16-19	11-15	1- 6-B	9-14	29-25	2- 7
29-25	18-11	32-27-C	28-24-F	21-17	11- 2
3- 8	9-25	12-16-D	25-29	14-21	22-17
25-22	24-15	27-23	24-20	23-18	2- 9
6- 9	7-16	5- 9-E	13-17	25-22	17-19
27-24	20-11-A	26-22	22-13	18-14	Drawn

Notes by L. L. Hall

A — This has been considered a losing position, but K. D. Hanson thinks it draws.

B — K. D. Hanson's move to draw. Here Jesse B. Hanson thinks 5-9 also draws.

C — 26-22 (21-17, 6-10 draws), 25-29, 21-17, 2-7, 11-2, 8-11, 15-8, 4-11, 2-9, 5-21, 22-18, 29-25, 18-14, 25-22, drawn — Jesse B. Hanson.

D — Black is just looking for a draw. No need playing this 12-16 at all. Play 25-29, 21-17, 13-22, 26-17, 2-7, 11-2, 8-11, drawn — Jesse B. Hanson.

E — 8-12, 23-18 (21-17, 13-22, 26-17, 25-29, drawn), 2-7, 11-2, 4-8, drawn — Johnie Mitchell.

F — Play continued from this point by Jesse B. Hanson.

VARIATION 3 (Off Var. 1)

1- 6	7-14	18-25	2- 6	14-23	5-14
23-14	30-26	29-22	31-27	27-18	32-28
6- 9	14-18-E	*9-14	6- 9	9-14	16-19
14-10-A	26-22	27-23	23-18	18- 9	24-15

and 14-18, drawn — Johnie Mitchell.

A — 24-19, 9-18, 19-15, *3-8, 32-28 (27-24, *5-9), 16-19-(B), 27-24-(C), 7-16, 20-11, 5-9, *11-7, 2-11, 15-10, 18-23-(D), 24-15, 11-18, 10-6, 12-16, 6-1, 16-20, 1-5, 9-14, 31-26, 23-27, 26-22, drawn — L. L. Hall.

B — (Off A) 5-9, 30-26, 18-22, 26-17, 13-22, 21-17, 9-13, 17-14, 16-19, 14-9, 7-16, 20-11, 13-17, 9-5, 17-21, 5-1, 21-25, 1-5, 25-30, 5-9, 30-25, 9-14, 25-21, 27-24, 21-25, 15-10, 8-15, 14-18, 25-21, 18-11, 21-17, 24-15, 17-14, 10-6, 2-9, 28-24, 9-13, 24-19, *13-17, drawn — A. R. Johnson and L. L. Hall.

C — (Off A) 30-26 (30-25, 7-16, 20-11, 19-23, 27-24, 5-9, black wins — Johnie Mitchell), 7-16, 20-11, 18-22, 26-17, 13-22, 21-17, 5-9, black wins — Johnie Mitchell.

D — (Off A) 19-23, 10-6, 11-16, 24-20, 9-14, 20-11, 8-15, 6-2, 12-16, 2-7, 16-20, 7-11, 23-27, 31-24, 20-27, 30-25, drawn — L. L. Hall.

E — 3-8, 29-25, 8-15, 20-11, *12-16 (if 14-18 or 14-17, 24-19, white wins), 26-23 (26-22, 14-17, 21-14, 9-18, 31-26, 5-9, 26-23, 9-14, drawn), 14-18-(F), 23-14, 9-18, 27-23, 18-27, 32-23, 5-9, 25-22, 9-14, drawn — Johnie Mitchell. Continue: 24-20, 15-19, 31-26, 19-24, 22-18, 14-17, 21-14, 24-27, 18-15, 27-31, 23-18, 31-22, 11-8, 4-11, 15-8, 22-15, 20-11, drawn — Editor.

F — (Off E) 15-18, 24-20, 2-6, 11-7, 13-17, 20-11, 17-22, 7-2, 22-29, 31-26, white wins — Johnie Mitchell.

VARIATION 4 (Off Trunk)

31-27	11-18-D	25-21	17-22	21-17	19-23
9-13-A	22-15	18-22-5	14-10	26-23	15-10
25-22	9-18	24-20-F	22-26	19-16	5- 9
6- 9	21-14	22-31	10- 7	12-19	Drawn
*30-25-B	13-17-E	20-11	26-31-G	3-12	L. L.
3- 8	20-11	31-24	7- 3	23-18	Hall.
*18-15-C	7-16	28-19	31-26	17-13	

A — 3-8, 25-22, 11-15, 20-11, 7-16, *22-13, 15-31, 21-17, 9-18, 24-20, 31-24, 20-11, black's draw is difficult to find — Clayton O. Beebe.

B — 14-10, 7-23, 27-18, *9-14, 18-9, 5-14, 32-27, 3-8, 27-23 (30-25, 2-7, 27-23, 7-10, 22-18, 17-22, black wins), 14-18, 23-14, 16-19, 24-15, 11-25, 26-23, 25-29, 14-9, 29-25, 21-14, 25-22, black wins — L. L. Hall.

C — Here Mr. Ryan gave 27-23, 11-15, black wins. This move seems to keep the variation sound for a draw for white — Editor.

D — 9-18, 21-14, 2-6, 25-21, 18-25, 26-22, 11-18, 20-2, 6-9, 22-15, 9-18, white is strong — L. L. Hall.

E — 7-11, *26-23 (if 26-22, 16-19; or if 14-10, 13-17; or if 15-10, 11-15, etc., black wins), 13-17, 25-21, 18-22, 15-10, 22-26, 14-9, 5-14, 23-19, drawn — Hall.

F — 26-23, 22-26, 14-10, 17-22, 15-11, 8-15, 23-19, 16-23, 27-11, 26-30, 21-17, etc., drawn — L. L. Hall.

G — 2-6, 32-28, 26-31, 7-3, 31-27, 21-17, 6-10, drawn — L. L. Hall.

VARIATION 5 (Off Var. 4)

16-20-A	22-26-C	22-25	30-25	31-26	18-11
26-23	18-11	17-13	6- 2	27-23	10-15
18-22	26-31	25-30	25-22	26-19	11-18
15-11-B	14-10	10- 6	2- 6	24-15	28-24
8-15	18-22	2- 9	22-18	4- 8	Drawn
23-18	21-17	13- 6	6-10	11- 4	L. L. Hall.

A — A strong reply suggested by Clayton O. Beebe.

B — 14-10, as pointed out by Mr. Beebe, is weak thus: 14-10, 22-26, 21-14, 26-31, *10-6, 2-18, 23-14, 8-11, 15-8, 4-11, 14-10, 11-15, 10-6, 15-18, 6-2, 18-22, 2-7, 22-25, 7-11, 25-30, 11-15, 30-25 (if 5-9, 15-18, and now if 30-25, 27-23, 20-27, 18-22, drawn), 15-18, 12-16 (25-21, 18-14), 18-15, 31-26, 15-11, 26-22, 11-8, 22-18, 8-11, 25-22, 27-23, drawn.

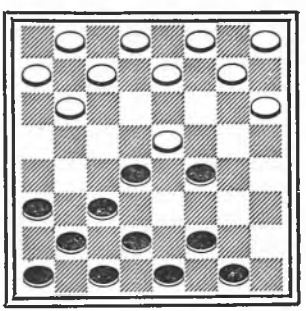
C — 15-19, 24-15, 22-26, 14-10, 17-22 (26-30, 21-14, 30-26, 10-7, etc., drawn), 21-17, 26-30, 17-13, 30-26, 15-11, 22-25, 18-15, 26-22, 10-6, drawn — L. L. Hall.

OPENING NO. 75 10-15, 23-18, 9-14

"Outstanding New Development"

10-15	5-14
23-18	22-18 !-A
9-14	Forms
18- 9	Diagram

Black to play



14-23	29-25-1	3- 7-G	19-16-L	6-10	9- 6
26-10	*4- 8-D	28-24	12-19	17-13	19-23
7-14-B	32-27-E	6-10-I	23- 7	8-12	6- 2
27-23-C	15-18-F	24-20	2-11	27-24-M	28-32
11-15	22-15	*1- 6	26-22	12-16-N	2- 7
25-22	11-18	30-26-J	10-15	13- 9	32-28
8-11	24-19	*7-11-K	22-17	16-19	7-16
					Drawn

A — I consider this an outstanding new development on this debut. In fact it is so good, I have not been able so far to work out a tenable looking combination. And as far as I can find, there is not even a single game published on it. After 5-14, the initial move is 22-18, which appears offhand to give white no more than an even game, and this seems to be why nobody has given serious consideration to it as an attack. But a closer examination of this move will reveal that this 22-18 is so powerful no man could hope to find a sound draw on it across the board — Wm. F. Ryan. EDITOR'S NOTE: In regard to this line, Clayton O. Beebe informed us that some of the play was still under discussion with the team before Mr. Ryan's death, and one line in particular stood in mid-air and was never completed. When Mssrs. Tinsley and Hellman were at Peoria for the finals of their match, Mr. Beebe had occasion to discuss this Ryan line with Mr. Hellman. As a result, the play given here is attributed to several authors, and some improvements of Ryan's original play, as a result, are contained herein. Mr. Beebe was also able to supply us with some play on this line by the fourth member of Ryan's team, Mr. Oliver J. Mauro of Philadelphia, Penn. — L. L. Hall.

B — The 6-15 jump is even WORSE. For then *21-17, followed by 25-21, and then followed by additional waiting moves such as 29-25, then 30-26, and black's game is a wreck. In my opinion the 7-14 jump is imperative and that 6-15 is a dead loss — Wm. F. Ryan. EDITOR'S NOTE: In regard to this 6-15 move, Mr. Oliver Mauro has this to say, "This (7-14) is best, in contradiction to Wood's Checker Studies wherein it is claimed that 6-15 is best. Against 6-15 they make white go 24-19 to an easy game. But instead of 24-19, go 21-17, 12-16, 25-21, 2-6 (if 16-19, moves like 30-26, and then 29-25, and black is very congested in the single corner as well as having his double corner weakly protected), 17-14, 1-5, 14-10, 7-14, 24-19, 15-24, 28-12, 11-15, 30-26, etc. to a strong white game."

C — The studies (Wood's) again claim that at this point 24-19 wins and they make black reply 11-15. But instead, I think 11-16 is better as follows: 11-16, 27-23, 8-11, 25-22, 11-15, 19-10, 6-15, 22-17, 2-7, 17-10, 7-14, 29-25, 16-19, 23-16, 12-19, 25-22, 3-7, 22-17, 7-10, 17-13, 1-6, 32-27, 4-8, etc., this position drawing as contested between me and Wm. F. Ryan in a correspondence game — Oliver J. Mauro.

D — Against 6-10, the powerhouse is 23-19 — wow! Against 3-7 at D, the move is 22-17 (followed by 25-22 or 23-19 or possibly 32-27, depending on how black fills in). If there is any draw in the 7-14 jump at B, it will have to be found at about this point, or a move earlier — Wm. F. Ryan. EDITOR'S NOTE: In Mr. Ryan's original play, this 4-8 was given as a loss, and he gave 11-16 instead. But Mr. Mauro points out that 11-16 may lose as follows: 11-16, 24-19, 15-24, 28-19, 4-8, 22-18, 8-11 (Johnie Mitchell suggests 1-5, 18-9, 5-14 to draw here), 18-9, 6-13, 25-22, 3-7, 22-18, 7-10 (up to this stage by Wm.

F. Ryan; continuation by Oliver J. Mauro), 18-14, 10-17, 21-14, 2-7 (only hope), 31-26, 13-17, 14-9, 7-10, 9-6, 11-15, 32-28, 15-24, 28-19, 10-14, 6-2, 16-20, 19-15, 20-24, 15-10, 24-27, 2-6, 16-12, 23-18, 14-23, 26-19, etc., to a likely white win — Oliver J. Mauro.

E — I reached this position (playing black) this summer, at Tacoma, Wash. and my opponent played this 32-27. I immediately detected the strength of it, and realized I had stumbled into a first class cook. My opponent, a rank scrub, was unaware that he had given birth to a very good thing! After 32-27 I continuel 3-7 (15-18 is correct as given in Trunk), 22-17, 6-10 (7-10 is no better), *25-22! 1-6 (14-18 loses!), now my opponent let me out, but here white can win by 24-20! 12-16, 22-18! (See Var. 1 where 27-24 is also shown to win by Hellman — Clayton O. Beebe), 15-22, 31-26, 22-31, 30-25, etc., white can win. Since the above cook can also be forced from the 9-14, 22-18, 10-15 opening, then 23-18, same, I ask all members to pound away on the above cook, and see if they can locate a drawing combination for black after 22-18! —Wm. F. Ryan. EDITOR'S NOTE: The play given here was, no doubt, the result of those words.

F — Mr. Ryan gave no play on this move which appears to save the line for black. But it is likely this move was found after the copy we received was written, as Mr. Mauro credits this play to his joint analysis with Mr. Ryan — Editor.

G — Mr. Mauro stars this move, but Mr. Beebe suggests that 8-11 here may be another route to draw. Continue: 8-11, 19-15 (if 28-24, then 14-17, 21-14, 6-9, 14-5, 11-16, etc. should draw), 3-8 (left here by Mr. Beebe as drawn), 28-24 (we could find nothing better), 1-5, 24-20-(H), 6-10, 15-6, 2-9, 30-26, 9-13, 23-19, *13-17, and all we could get out of Mr. Beebe's suggestion was a draw — Editor.

H — (Off G) 24-19, 2-7, now 27-24, etc. seems only a draw, but if 30-26 (31-26, then *6-9, black wins), *7-10, 26-22, *5-9, black wins — Editor.

I — Mr. Mauro also starred this move, but in view of Mr. Beebe's suggestion, perhaps 7-11 will also draw, likely running into Note G — Editor.

J — If 31-26, then 8-11 draws — Ryan and Mauro.

K — Drawn by a familiar landing — joint analysis by Oliver J. Mauro and Wm. F. Ryan.

L — Black has no worries in this particular landing. The 19-15 exchange runs back into the trunk play — Editor.

M — 27-23 also draws — Editor.

N — 18-23, 13-9, 23-27, 9-6, 27-32, 6-2, 12-16, 2-6, 32-28 (14-18,

31-27, 32-23, 24-19, 15-24, 6-8, 23-26, drawn), 25-22, 28-19, 21-17, 14-21, 22-18, 15-22, 6-8, drawn — likely published play — Editor.

VARIATION 1

32-27	15-24	25-22	2-11	6- 2	8-12
6-10-A	28-19	16-20-E	17-13	*24-28	2- 6
29-25	4- 8	22-17	*10-15	27-23	32-27
3- 7	22-18	7-11	13- 9	28-32	6- 9
30-26	1- 5	19-16	*15-19	26-22	14-17
11-16	18- 9	12-19	9- 6	*20-24	21-14
24-19-C	5-14	23- 7	*19-24	23-19	F-27-23
					Drawn

A — 4-8 allows a good attack by 22-17, 6-10 (2-7 any better?), 29-25, 3-7, 25-22, 14-18-(B), 23-14, 15-19, 24-6, 2-25, 17-14, 25-29, 21-17, and white is very strong — Walter Hellman. This play was sent in a letter to Mr. Beebe.

B — (Off A) 1-6 loses by 24-20, 12-16, 27-24 (varies from Ryan's 22-18 in Note E of Trunk), 8-12, 31-27, 16-19, 23-16, 12-19, 27-23, 19-26, 30-23, etc., white wins — Walter Hellman.

C — 22-17, *16-20-(D), 24-19, 15-24, 28-19, 7-11, 19-16, 12-19, 23-7, 2-11, and now white has various moves, but I can't find any attacks here. If 26-23, 11-16, 25-22, 4-8, 17-13, 8-12, black is O. K. If 17-13, 10-15 seems O. K. — Walter Hellman.

D — (Off C) 1-6 loses by 25-22, 16-20, 24-19, 15-24, 28-19, 7-11, 19-16, 12-19, 23-7, 2-11, 17-13, 11-15, *22-17, 4-8, 26-23, 8-11 or 8-12, then 27-24 will win — Walter Hellman.

E — Now the same as Ryan's Modern Encyclopedia, page 123 at Note Q, brought up from the Octopus as follows: 10-15, 21-17, 7-10, 17-14, 10-17, 22-13, 11-16, 23-19, 16-23, 26-10, 6-15, 13-6, 1-10, 27-23, 8-11, 32-27, 11-16, 25-22, 3-7, 30-26, 5-9, 29-25, 9-14, 25-21, 16-20, 24-19, 15-24, 28-19, 4-8, same! — Walter Hellman.

F — Play by Wm. R. Ryan, Trunk of the Octopus opening, page 123, from his Modern Encyclopedia of Checkers! — Walter Hellman.

OPENING NO. 81 10-15, 24-20, 6-10

10-15	12-16-B	9-13	8-15	10-19	7-10
24-20	*32-28	18- 9	*24-19-J	26-23	14- 7
6-10	10-14-G	11-27	15-24	19-26	3-10
28-24	27-23	31-24	28-19	30-23	22-17
1- 6	*15-19	5-14	6-10	14-17	etc.
23-18-A	24-15	20-11	*19-15-J	21-14	Drawn

Wm. F. Ryan

A — Departs from all published play. While the innovation has no particular strength, it is fully as good as the usual 23-19, if not actually superior. It should be noted that this line serves a double purpose, since this same position may be forced by white from an entirely different three-move opening: 10-15, 23-18, 6-10, 24-20! 1-6, 28-24, same! — Wm. F. Ryan.

B — Safest and best, as it forces white to toe the mark. 9-13 would not work out well here because of 18-14 in reply, but 15-19 is good and brings out some nice play, with white having all the real winning chances:

15-19	11-18	3- 7	19-23	2- 7	10-15
24-15	22-15	29-25	26-19	22-18	23-19
10-19	13-22	8-11-K	11-15	7-11	15-22
21-17	25-18	15- 8	18-11	31-26	19-16
9-13	7-10	4-11	7-23	23-27	12-19
18-15-C	32-28	27-24	25-22	26-23	24- 8

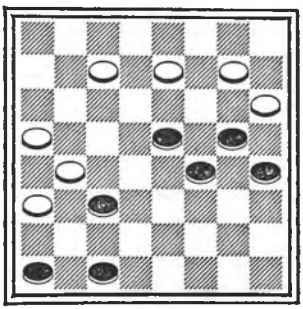
Drawn — Wm. F. Ryan

C — (Off B) I prefer this to the alternative by 17-14, as it sets the natural trap mentioned in Note K. If 17-14, then 19-23-(D), 26-19, 6-10, 31-26, 10-17, 20-16, 11-20, 25-21, 7-11, 21-14, 20-24, 27-20, 13-17, 22-13, 11-16, 20-11, 8-31, 14-10, 4-8, 10-6, 2-9, 13-6, 8-11, 6-2, 11-16, 19-15, 16-19, 2-6, 12-16, 15-11, 31-26, etc., drawn — Wm. F. Ryan.

D — (Off C) Or 6-9, *26-23! 19-26, 30-23, 2-6, 27-24, 6-10, 31-26, 10-17, 25-21, *7-10-(E), 21-7, 3-10, 32-28, 10-14, 29-25, 11-15, 18-11, 8-15, 23-19, 14-17, 19-10, 17-21, 26-23, 21-30, 22-18, etc., drawn — Wm. F. Ryan.

E — (Off D) 9-14, 18-9, 5-14, 24-19, 12-16, 19-12, 11-15, *29-25, 7-11, 32-27, 15-18, 22-15, 11-18, 23-19, 8-11, 19-16-(F), 4-8 (loses), 16-7, 3-10, 12-3, 17-22, 26-17, 12-29, 3-7, 18-22, 27-24, 22-26, 24-19, 26-31, 7-2, white wins — Wm. F. Ryan.

F — (Off E) Forms diagram below, and an interesting problem draw, correcting Ryan's continuation in Note E — Editor.



Black to play and draw

*11-15!	15-18	29-22	17-22	18-14	17-13
27-24	6- 1	20-16	8- 4	11-16	4- 8
4- 8	17-22	22-18	22-26	31-26	13- 9
16-11	1- 6	24-19	4- 8	15-11	8-11
18-23!	22-29	18-14	26-31	26-22	9- 6
26-10	6- 9	16-11	8-11	11- 8	11-15
8-15	*18-22	13-17	14-18	22-17	6- 2
10- 6	9-25	11- 8	19-15	8- 4	16-19

and 14-9, drawn. It is comforting to know the move is right for a 4th Position draw, although it isn't necessary here! — L. L. Hall.

G — Black's only good move, and one not too easily found on a first brush with the formation. White wants the natural 9-14 trade-off here, which is all in favor of white as follows: 9-14, 18-9, 5-14, 22-17, *16-19, 25-22, 8-12, 26-23! 19-26, 30-23, *6-9-(H)-(I), 17-13, 4-8, 13-6, 2-9, 24-19, 15-24, 28-19, 11-15, 22-17, 15-24, 17-13, leaving white with a very strong ending, but black, no doubt, can draw with careful play — Wm. F. Ryan.

H — (Off G) If 4-8, then *29-25, 6-9, 17-13, 2-6, 22-17, 15-18, 24-19, 11-15, *20-16, white wins. Again at H, if 3-8, then 29-25, 11-16, 20-11, 7-16, 24-19, 15-24, 28-19, 8-11, 17-13, 2-7 (4-8, 22-18, 6-9, 13-6, 2-9, 25-22, 16-20, *31-26, 11-16, 18-15, 14-18, 23-5, 16-30, 15-6, 30-25, 22-17, 25-22, 17-13, 22-18, 6-2, 12-16, 21-17, 18-22, 2-7, 16-19, 5-1, 8-12, 7-10, white wins — Editor), 22-18, 14-17, 21-14, 10-17, 25-21, and white can win against any defense — Wm. F. Ryan.

I — (Off G) If 11-16, 20-11, 7-16, then 24-19, 15-24, 27-11, 3-7, *17-13 (28-24, 7-16, 24-19, 4-8, 17-13, *8-11 only draws), 7-16, 22-18, 6-9, 13-6, 2-9, *28-24, 4-8, *29-25, 8-11, 24-20, 10-15, 25-22, 15-19, *31-26! 19-24, 22-17, 24-27, 17-10, 27-31, 26-22, 31-27, 22-17, 9-13, *18-15! — white wins — Wm. F. Ryan.

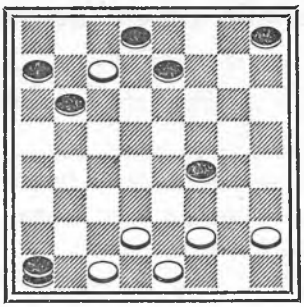
J — A neat drawing idea which saves the day for white — artistically — Ryan.

K — (Off B) White has an unuasually fine trap here, for if black takes the shot via 6-9, 15-6, 12-16, 20-11, 8-29, forming diagram below, then white develops an almost irrespressible advantage thus:

6- 1	12-19	22-18
9-13-L	27-23	17-21
27-23-M	7-10	28-24
4- 8	23-16	29-25
23-16	10-14-N	24-19
8-12	26-22	25-22
31-27	14-17	19-15

and the best black can hope for is a problematical draw
— Wm. F. Ryan

White to play



L — (Off K) 4-8, 1-6, 9-13, *6-9, 5-14, 30-25, white wins — Wm. F. Ryan.

M — (Off K) 27-24 looks strong — Editor.

N — (Off K) 13-17, 16-11, 10-14, 11-8, 17-21, 8-3, 29-25 looks better — Editor.

OPENING NO. 96 11-15, 23-18, 12-16

11-15	8-11	9-18	*6- 9-S	13-17	21-25
23-18	4-28-24-C	23-14	30-26	15-10	15-11
12-16	16-20-D	*8-12-O	*1- 6	5- 9	V-25-30
18-11	22-18-E	29-25-P	26-23	10- 3	Drawn
8-15	15-22	*2- 7-Q	*6-10-T	9-18	Wm. F.
24-20	25-18	24-19-R	23-19	3- 7	Ryan
3- 8-A-1	*4- 8-J	*11-16	10-17	18-22	
20-11	L-18-14-K	25-21	21-14	7-10	
7-16	10-17	16-23	9-13	17-21	
26-23-B-3	21-14	27-18	18-15-U	19-15	

Notes by Wm. F. Ryan

A — This defense in my opinion is at least equally as good as the 7-11 or 9-14 alternatives, and certainly involves far less play. I plan to use this 3-8 in my Peoria match. At the present time, Hellman and Tinsley, from what I hear, consider 3-8 an absolute loss, but I am confident that I have examined this move far more extensively than they have, and my opinion is that it will draw. With the exception of the trunk line and Variation 5, practically all the orig-

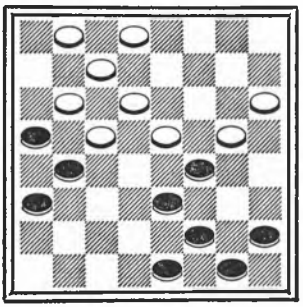
inal play I published on this move in 1950 has stood well, and in many cases I have improved the play, or found alternative methods of drawing against certain lines.

B — This, when followed up by 28-24, or by 22-17 as in Var. 5, are the principal attacks against the 3-8 defense. For play on 22-18, see Var. 3.

C — The keynote to white's strongest attack, with 22-17 as in Var. 5 running a close second. For play on 30-26, see Var. 4. For play on 22-18, see Var. 6.

D — Absolutely imperative here, as white is threatening a winning grip by 24-20 next. Hence black must take square 20, or else.

E — Some beautiful play stems from 23-19 at this juncture: 23-19, 4-8, 30-26 (if 32-28, then 8-12!), 8-12, *22-17-(F), 9-14, *26-23, 15-18, *25-22, 18-25, 29--22, *11-16, 22-18, and we arrive at the interesting formation on diagram:



Black to play

5-9	18-14-H	32-28
17-13	6-10	31-26
*2- 7	13- 9-I	28-24
18-15-G	10-17	26-23
*14-18	21-14	7-11
23- 5	*20-24	14-10
16-23	32-27	11-15
27-18	28-32	Drawn
10-28	27-20	W.F.R.

F — (Off E) If 26-23, then 9-13, 23-18, 6-9, 27-23, 20-27, 31-24, 2-6, 32-28 (21-17, 9-14, 18-2, 1-6, black wins), 11-16, 18-11, 16-20, black wins — Wm. F. Ryan.

G — (Off E) EDITOR'S NOTE: 21-17, 14-21, 18-15 is interesting and was pointed out by Johnie Mitchell to lose for white. But we failed to locate the win. Continue: 1-5 (anything else does not look good for black), 15-11, 10-14, 11-2, 14-18, 23-14, 9-18, 2-9, 5-14, 19-15, 16-19, 15-10, 19-28, 10-6, 18-22, 6-2, 14-17, 13-9, 22-25, 2-7, 25-30, 7-10, 17-22, 10-14, 30-26 (22-25 or 21-25 seems no better), 14-17, 20-24, 27-20, 26-30, 17-26, 30-23, 32-27! Drawn — L. L. Hall.

H — (Off E) 21-17, 12-16 (20-24, 18-14, 6-10, 13-9, 10-15, 9-6, 1-10,

and white is very strong — Johnie Mitchell), 31-27, 7-11, 18-14, 11-15, 14-9, 6-10, 9-6, 15-19, 6-2, 19-24, 2-6, 24-31, 6-15, 31-26, 15-18, 20-24, drawn — Wm F. Ryan.

I — (Off E) If 31-27, then 10-17, 21-14, now *7-11 draws easily, but 12-16 is soon pruned by this precise play: 12-16 (instead of *7-11), *13-9, 7-11, 14-10, 11-15, *10-7 (the key to the kill), 15-19, *7-3, 19-24, 27-23, 24-27, *3-8, 20-24, *8-12, 16-20, 12-16, 27-31, 23-19, 31-26, *9-6 (th'ar she blows), 1-10, 19-15, 10-19, 16-30, white wins — Wm. F. Ryan.

J — Again necessary, as 10-15 bows out by 30-25, 15-22, 25-18, 9-14, 18-9, 5-14, 24-19, 6-10, *23-18, 14-23, 27-18, 4-8, 19-16, 8-12, 16-7, 2-11, 18-14, 10-17, 21-14, 1-6, 29-25, 20-24 (if 12-16, 31-27 wins), 25-22, 24-28, 22-17, etc., white wins — Wm. F. Ryan.

K — For play on 31-26, see Note L. The text is without a doubt white's strongest move, and in fact is the principal objection to the 3-8 defense at A. If 29-25, then 10-15, 25-22, 6-10, 32-28, 8-12, 24-19, 15-24, 28-19, 11-16, 18-15, 2-7, drawn. Again at K, if 30-26, then black launches this restrictive retort: 30-26, *9-14-(M), 18-9, 5-14, 24-19-(N), *11-15, 19-16, *8-11, 16-7, 2-11, 29-25 (26-22, *6-9, 29-25, 9-13, 23-18, 14-23, 27-18, 1-5, 21-17, 15-19, drawn), 11-16, 25-22, 6-9, 32-28, *9-13, 28-24, *13-17, 22-13, 1-6, 13-9, 6-13, 26-22, 16-19, 23-16, 14-18, drawn — Wm. F. Ryan.

L — 31-26, 8-12, 29-25, 10-14, 24-19, 11-16, 18-15, 6-10, 15-6, 1-10, 25-22, 2-7, 22-18, 9-13, 18-9, 5-14, 23-18, 14-23, 27-18, 16-23, 26-19, 7-11, 18-14, 10-17, 21-14, 13-17, 14-9, 17-22, 9-6, 11-16, 19-15, 16-19, 6-2, 12-6, drawn — Wm. F. Ryan.

M — (Off K) A well timed trade that takes all the sting out of white's formation. Black must avoid 8-12 here, as it develops the following weakness: 8-12, 24-19, 11-16, 26-22, 10-14, 29-25, 2-7, *27-24, 20-27, 31-24, white should win. There may be a draw after 8-12, but 9-14 is the safe and sane route — Wm. F. Ryan.

N — (Off K) 26-22, 6-9, 29-25, 8-12, 22-18, 10-15, 25-22, 2-6, 32-28, 6-10, 24-19, 15-24, 28-19, 1-5, 27-24, 20-27, 31-24, 9-13, 18-9, 5-14, 22-18, 11-16, 18-9, 16-20, drawn — Wm. F. Ryan.

O — This or 2-7 first will draw, but 11-15 loses by 31-26, 2-7, 26-23, 15-18, *29-25, 8-12, 32-28, 6-10, 24-19, 10-17, 23-14, 1-6, 19-15, 6-9, 25-22, white wins — Wm. F. Ryan.

P — If 24-19, then 11-16, 27-23, 2-7, 29-25, 6-10, 25-21, 10-17, 21-14, 1-6, 19-15, 16-19, 23-16, 12-19, 30-26, 6-9, 31-27, 9-18, 27-23, 18-27, 32-16, *5-9, 26-22, *9-14, 15-10, 14-17, drawn — Wm. F. Ryan.

Q — 11-15 still loses by *31-26, 2-7, *26-23, 15-18, *32-28! 6-10 (6-9, 30-26, 1-6, 26-22, white wins), 24-19, 10-17, 23-14, 1-6, 19-15, 6-9, 25-22, white wins — Wm. F. Ryan.

R — All that's left now. 31-26 allows an easy draw by the 6-10 run-off.

S — 12-16 loses by *18-15, 16-19, *21-17, 19-24, *31-26, 6-9, 15-10, 9-18, 10-3, 5-9, *26-22, 18-25, 30-21, 9-13, 17-14, 13-17, 14-9, 17-22, 3-7, 22-26, 9-6, etc., white wins — Wm. F. Ryan.

T — With this move black hurdles the last real obstacle to the draw. 12-16 loses by 31-27, 7-11, 32-28, 11-15, 18-11, 9-18, 23-14, 6-9, 14-10, 16-19, 11-7, 9-14, 21-17, 14-21, 7-2, 5-9, 2-7, 9-14, 10-6, 14-18, 7-10, 19-23, 10-14, 23-32, 14-23, white wins — Wm. F. Ryan.

U — 19-15, 13-17, 15-10, 7-11, 10-7, 17-22, 7-3, 22-25, 3-8, 11-16, 8-11, 25-30, 14-10, 30-25, 18-14, 16-19, 11-15, 25-22, 15-24, 20-27, etc., drawn — Wm. F. Ryan.

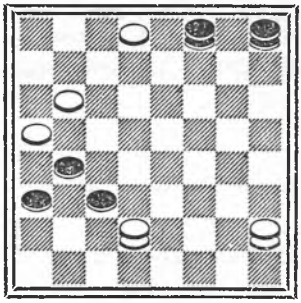
V — A standard ending, published in Boland's Masterpieces, black having the move to draw. The draw is just a matter of the move, and is not hard. Can be drawn crossboard, with reasonable care — Wm. F. Ryan.

EDITOR'S NOTE: Continue from last move of Trunk: 10-15, 22-25, 11-7, 25-29, 7-2, 29-25, 15-19, 25-22, 2-7, 30-25, 7-10, 25-30, 19-23, 30-25, 10-15, 25-30, 15-19, forming No. 6, page 115 of Boland's Masterpieces. Black to play and draw. It should be noted that if it is white's turn to move at this setting, white can win by Jeff Clayton's correction. See the Cameron-Ryan Game 15, Note H.

VARIATION 1

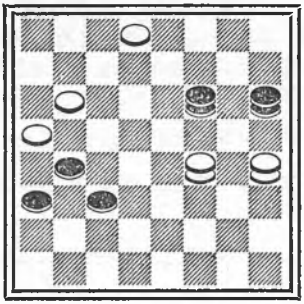
7-11	15-22	3- 7-A	5-14	26-30	17-22
26-23	25-18	24-19	32-28	21-17-F	5- 1
4- 8	6-10	15-24	1- 5	*5- 9-G	H-22-25
22-18-2	29-25	28-19	28-24	17-13	1- 5
15-22	10-15	7-10	2- 7	9-14	25-29
25-18	25-22	22-17	19-15	13- 9	I- 3- 7
10-15	8-12	9-14	10-26	14-17	Forms
30-25	27-24	18- 9	17- 3	9- 5	Fig. One

FIGURE ONE
POINT OF DEPARTURE



Black to play

FIGURE TWO
CRITICAL JUNCTURE



Black to play and draw

Continue from Figure One:

29-25	25-21	30-23	*23-27	*28-24	
7-10	9-13-J	24-19-M	13-17	19-15	
25-22	*21-25-K	*23-27-N	*27-32	*11-16	Grady
10-14	14-17	31-24	17-14	20-11	Traylor
30-25	25-30	16-23	*32-28	24-19	
5- 9	17-26	24-19	14-18	Drawn	

A — 2-7 at this point seems also to draw. Continue: 2-7, 24-19 (21-17, 9-13), 15-24, 28-19, 7-10, 22-17-(B), 9-14, 18-9, 5-14, 32-28-(C), 14-18, 23-7, 3-10, 19-15, 10-19, 17-14, 19-24 — Editor.

B — (Off A) 31-26, *9-13, 18-14, 10-17, 21-14, 1-6, 22-18-(D), 13-17, 19-15, 17-21, 15-8, 16-19, 23-16, 12-19, 26-22, 3-12, 22-17, 21-25, just in time to draw — Editor.

C — (Off A) 17-13, 1-6, 32-28, 3-7, 28-24, 14-18, 23-14, 10-17, 21-14, 16-23, 14-9, 6-10, 9-6, 10-15, etc., drawn — Editor.

D — (Off B) 32-28, 3-7-(E), 22-18, 6-10, 14-9, 5-14, 18-9, 13-17, 9-6, 10-14, 19-15, drawn — Editor.

E — (Off D) 6-10, 14-7, 3-10, 22-18, *5-9 (13-17, 18-14, 5-9, 14-7, 9-14, 28-24, white wins — Editor), 26-22, 10-14, 19-15, 14-17, 15-8, 17-26, 20-11, 26-31, 23-19, 31-26, 18-15, 26-23, drawn — Al Flower.

F — 3-7, 30-25, 21-17, 5-9, 7-10, 9-13, 17-14, 13-17, 14-9, 25-22, 10-14, 17-21, 9-6, 21-25, 6-1, 25-30, 1-5, 30-25, 5-9, 25-21, 9-13, same as text at Figure Two.

G — 30-25, 17-13, 25-22, 3-7, 22-18 (22-17, 7-10, 17-21, 10-14, 21-25, 13-9, white wins), 7-10, 18-23, 10-14, 23-27, 24-19, white wins — Editor.

H — 30-25, 1-6, 22-26 (25-30, 6-9, 22-25, 9-14, 25-29, 14-18, 29-25, 18-23, 25-22, 24-19, white wins), 31-22, 25-18, 6-10, 18-23, 10-14, 23-27, 14-18, 27-32, 18-23, 32-28, 23-19, 16-23, 3-8, white wins — Editor.

I — Varies from 5-9 as given in Note D, page 39 of Ryan's Modern Ency. This move by Al Flower of Kirkland, Wash. almost wins. See Figure One.

J — Forms Figure Two.

K — 22-25, 13-17, 25-30-(L), 17-22, 30-26, 22-18, 26-30, 31-26, white wins — Al Flower.

L — (Off K) 25-29, 17-22, 21-25, 14-18, 25-30, 31-27, white wins — Al Flower.

M — Left here by Al Flower as a white win. Mr. Traylor continues the play to a close draw.

N — Mr. Traylor's move to draw. If 23-26, 31-22, 16-23, 22-18, 23-27, 13-17, 27-32, 17-14, 32-28, 14-10, white wins.

VARIATION 2 (Off Var. 1)

28-24-A	8-12	25-22	19-26	2- 7	23-26
15-19	22-18-B	10-15	18-14	14-18	6- 9
24-15	*10-15	32-28	10-17	13- 9-C	*26-30
10-26	19-10	*3- 7	22-13	18-23-D	9-13
30-23	6-22	21-17	26-30	9- 6	30-25
*2- 7	25-18	*7-10	28-24	*30-25	7-10
27-24	*1- 6	17-13	*5- 9	6- 2	25-21
*7-10	29-25	15-19	6- 2	*25-22-G	10-14
24-19	*6-10	13- 6	9-14	2- 6	

Now same as Var. 1 at Figure Two

A — Ryan's Modern Ency., 2nd edition, page 38, Var. 1 at Note D.

B — Now Var. 8 of Ryan's Modern Ency., page 51.

C — Varies from Ryan's Modern Ency. where 7-3 is played in his Var. 8. This move sets a number of traps for the "unwary" and is fully as good as 7-3 — Editor.

D — 18-22 draws also. The following is the best we could find: 18-22, 6-10, 30-26, 10-14, 26-23, 9-6, 22-25, 6-2, 25-29, 14-17, 23-27-(E), 24-19, 16-23, 31-24, 23-27, 24-19, 27-32, drawn — Editor.

E — (Off D) 29-25, 2-6, and now even 25-30-(F), draws also by 17-22, 23-26, 22-18, 26-22, 18-25, 30-21, 6-10, 21-25, 10-14, 25-22, 31-27, 22-26, 14-17, *26-31, 17-22, 11-15! 20-11, 12-16, drawn! — Editor.

F — (Off E) But not 23-26, 31-22, 25-18, 6-10! 18-14, 10-15, white wins.

G — 23-26-(H) is wanted, then 31-22, 25-18, *7-10, 18-23, *2-7, 23-27, *7-3, 27-32, *10-14, 32-27, *14-18, 27-32, 18-23, 32-28, 23-19, 16-23, 3-8, white wins — Editor.

H — (Off G) If 23-27, then of course 24-19, 16-23, 7-16, 12-19, 31-15, white wins.

VARIATION 3

22-18	6-10	24-15	9-27	30-23	6- 9
15-22	26-23-E	10-19	32-23	6-10	23-19
25-18	15-19-F	22-17-P	16-20	11- 8	20-24
8-11	31-26	*8-12	23-16	10-14	7-11
29-25-A	1- 6	17-14-Q	12-19	8- 3	14-17
10-15	27-24-G	*11-15	26-23	2- 6	Drawn
25-22	4- 8	18-11	19-26	3- 7	Ryan

Notes by Wm. F. Ryan

A — White has another varient here by 28-24, 10-15 (appears too early, but actually safest), 24-20-(B), 15-22, 26-17, 16-19, 30-26 (best, as 29-25 is a goner by 19-23, 27-18, 9-14), 4-8, 27-23 (or 29-25, 9-13, 17-14, 8-12, 25-22 or 27-23, then 11-15 draws easily), 19-24, 23-18-(C), 9-14, 17-10, 6-22, 26-17, 5-9, 29-25-(D), 8-12, 25-22, 24-28, 22-18, 9-13, 17-14, 13-17, 31-26, 1-6, 14-9, 6-13, 21-14, 13-17, 14-10, 17-21, 10-7, 21-25, 7-3, 25-30, 26-22, 30-26, 3-8, 26-17, 8-15, 2-7, 15-19, 7-11, etc., drawn — Wm. F. Ryan.

B — (Off A) 30-25, 15-22, 25-18, 6-10, 27-23 (26-23, *4-8 is Var. 6 at 10th move), 10-15, 24-20 (26-22, 16-20 is easy for black), 15-22, 26-17, 1-6, 29-25 or 31-27, then 6-10 makes an even game. White can easily lose this mid-game by overplaying the "cramp" on black's pieces on squares 11 and 16.

C — (Off A) Or 29-25, 8-12, 25-22, *24-28, 17-13 (if 22-18, 9-14 draws, but if 23-18, white is fast baked by 11-16! 20-11, 2-7, 11-2, 9-13, 2-9, 5-30, etc., black wins!) 9-14, 13-9, 6-13, 22-17, 13-22, 26-10, 11-15, 31-27 or 31-26, then 5-9 draws — Wm. F. Ryan.

D — Off A) Or 17-13, 9-14, 32-28, 8-12, 28-19, 2-6, 29-25, 6-9, 13-6, 1-10, 20-16, 11-20, 31-27, 14-18, 21-17, 12-16, 19-12, 10-15, 12-8, 15-19, 8-3, 19-24, drawn — Wm. F. Ryan.

E — There is some play in 27-24, 16-20, 24-19, 15-24, 28-19, *20-24, but black's game is not critical as a deft probe will prove.

F — An unusual move here, but it works!

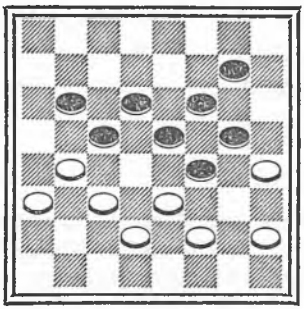
G — Against 30-25, the best draw is by 10-14-(H), 27-24, 4-8, 24-15, 9-13, 18-9, 11-27, 32-23, 5-14, 22-18, 6-9, 18-15, 2-6, and black has a secure ending on all continuations — Wm. F. Ryan.

H — (Off G) 9-14 loses here, although given by Ryan to draw. Note the following correction as pointed out by Clayton O. Beebe; and one of the rare occassions where the celebrated master overlooked a shot:

9-14	22-17-I	25-22-J	27-24-K	24-20-M	*32-27-N
18- 9	11-15	4- 8	2- 7-L	7-11	6- 9
5-14					

Forms diagram below

White to play and win



Continue from diagram

22-18!!-O	19-26	28- 3
15-31	13- 6	11-15
17-13	31-24	3- 7

White wins

G. T. Matthews vs. H. G. Boucher
United States vs. Great Britain,
1954 Correspondence Tourney

I — (Off H) White cannot go 22-18, as the fill-in by 6-9 in reply leaves black with a powerful ending — Wm. F. Ryan.

J — (Off H) Again necessary to hold the upper hand. Against 17-13 black has the soft out by 15-18; and if 27-24 at J, then black gets a stout ending by 16-20, 23-16, 20-27, 32-23, 15-18, etc. — Wm. F. Ryan.

K — (Off H) 17-13, *8-12, 22-17 (27-24, *16-20, 23-16, 20-27, 32-23, 12-19, 23-16, 14-18, 22-17, 15-19, drawn), *6-9! 13-6, 2-9, 28-24 (17-13, 16-20 draws), 19-28, 17-13, 16-20, 13-6, 12-16, 6-2, 15-19, 2-6, *10-15, 6-10 (6-9, 15-18), 15-18, 10-17, 18-22, 23-18, 22-31, 17-22, 31-24, 22-26, 24-27, 32-23, 28-32, drawn — Wm. F. Ryan.

L — (Off H) 8-12 loses by *24-20, 6-9, 20-11, 9-13, 23-16, 12-19, *28-24, 19-28, 26-23, 2-6, 11-7, white wins — Wm. F. Ryan.

M — (Off H) If 32-27, then 16-20, 23-16, 8-12, 17-13, 12-19, 22-17, 14-18, 17-14, 10-17, 21-14, 7-11, 14-9, 18-23, 9-2, 23-30, 2-7, 19-23, drawn. Of course, if 17-13 is played at M, then *7-11 is necessary, then if 32-27, the double trade by 15-18 draws — Wm. F. Ryan.

N — (Off H) Here Ryan gave 17-13 to a drawn result. In another note he gave this *32-27, but did not star it! — Editor.

O — (Off H) The shot Ryan overlooked, continuing with 17-13 to a draw.

P — Or 21-17, 6-10, 17-13, 10-15, 13-6, 2-9, 32-27, 9-13, 18-14, 15-18, 22-15, 11-18, 14-10, 18-22, 26-17, 19-26, 30-23, 13-22, 10-7, 22-26, 7-2, 26-31, drawn — Wm. F. Ryan.

Q — 32-27, 9-13, 17-14, 6-9, 14-10, 9-14, 18-9, 5-14, 10-7-(R), 11-15, 30-25, 2-11, 25-22, 16-20, 23-7, 14-18, drawn — Wm. F. Ryan.

R — (Off Q) 27-24, 11-15, 24-20, 15-18, 20-11, 18-27, 26-22, 27-31, 11-8, 12-16, 30-26, drawn — Wm. F. Ryan.

VARIATION 4

30-26-5-6	29-25	27-24-D	23-14	25-21	26-17
4- 8	5- 9	16-19	9-18	10-17	7-10
22-17-A-7	17-13-C	23-16	17-14	21-14	14- 7
9-14	1- 5	11-27	10-17	12-16	5-21
25-22	22-17	32-23	21-14	13- 9	Drawn
*2- 7-B-8	8-12	14-18	6-10	18-22	Ryan.

Notes by Wm. F. Ryan

A — For play on 22-18, consult Var. 7. If 28-24, 16-20, now 23-19, 8-12, 22-17, is Note E of Trunk, and if 22-18 (instead of 23-19), then 15-22, 25-18, *9-14! is Note K of Trunk.

B — Well fitted here, and reduces white's choice of play to the bare minimum. There is an alternative draw at this point by 5-9, covered in Var. 8, but black is hard pressed all the way.

C — Or 28-24, 9-13, *23-19, 16-30, 31-26, 30-23, 27-3, 15-18, 22-6, 13-29, 24-20, 1-10, 20-16, 11-20, 2-4, drawn — Wm. F. Ryan.

D — Or 26-22, *14-18, 23-14, 9-18, *31-26, *16-19, 28-24, 19-28, 26-23, *11-16, 23-14, *16-19, 27-24, 19-23, 24-19, 15-24, 14-9, 5-14, 22-18, 6-9, 13-6, 7-11, 18-9, 10-15, 6-2, 23-26, 9-5, 26-30, drawn — Wm. F. Ryan.

VARIATION 5 (Off Var. 4)

22-17	17-14	22-18	8- 3	24-19	8- 3
4- 8	10-17	15-22	10-14	22-25	23-26
25-22-A	21-14	26-17	3- 7	19-15	3- 7
*8-12-B-9	*16-19-H	13-22	*1- 6	25-29	26-30
29-25-C-10	23-16	27-24	7- 2	15-11	7-11
*9-13-D	*12-19	9-18	*5- 9	29-25	22-18
30-26-G	25-21	24- 8	28-24	11- 8	Drawn
*2- 7	6- 9	*7-10	18-23	25-22	Ryan

Notes by Wm. F.Ryan

A — If 23-18, 15-22, 25-18, then 9-14, 18-9, *5-14, 28-24, 16-20, 24-19, 8-12, 29-25, *6-9, 17-13, 2-6, 25-22, 11-15, 32-28, 15-24, 28-19,

10-15, 19-10, 6-15, 13-6, 1-10, 22-17, 15-19, 30-26, 19-24, drawn — Wm. F. Ryan.

B — I consider this the only move to draw. Black has several other very logical moves at this point, as reviewed in Var. 9, but I have been unable to make a sound draw with any of them — Wm. F. Ryan.

C — This is the one that carries the sting. See Variations 10 and 11 for play on 28-24 and 31-26. If 17-13, then the way is easy by *10-14, 29-25, 14-17, 21-14, 9-18, 23-14, 6-9, 13-6, 1-26, 31-22 (30-23, 2-7, etc. is easy), 5-9, 22-17, 16-20, 25-22, 11-16, 17-13 (28-24, 2-7, still easy), 16-19, 13-6, 2-9, 30-26, 9-14, 27-23, 20-24, 23-16, 12-19, 26-23, 19-26, 28-10, 26-30, drawn — Wm. F. Ryan.

D — Again the only salvation. 2-7 loses here by *17-13, 16-19-(E), 23-16, 12-19 (11-20, *30-26, 7-11, 26-23, 11-16, 23-18, 15-19, 18-15, 19-23, 27-18, 10-19, 18-14, white wins), 27-24, 9-14 (10-14, 22-17, 14-18, 17-14, white wins), *22-17, 5-9-(F), *30-26, 1-5, *24-20, 14-18 (19-24, 28-19, 15-24, *26-22, white wins), 26-22, 18-23, 31-27, 23-26, 27-23, 19-24, 28-19, 15-24, 23-18, white wins — Wm. F. Ryan.

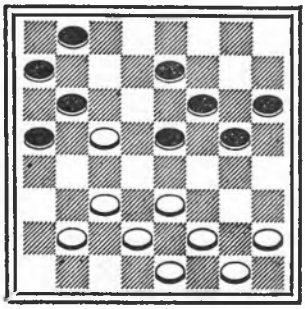
E — (Off D) 10-14, 23-18, 14-23, 27-18, 7-10, 21-17, 16-19, 18-14, 9-18, 17-14, 10-26, 30-7, white wins — Wm. F. Ryan.

F — (Off D) Black cannot advance 14-18, for then *17-14, 10-17, 21-14, 6-10, 14-9, 5-14, 13-9, 18-22, 25-18, 14-23, 9-6, 23-27, 32-16, 11-27, 31-24, 15-19, 24-15, 10-19, 6-2, 7-11, 2-7, 11-16, 7-11, 16-20, 30-26, white wins — Wm. F. Ryan.

G — 31-26 still doesn't "pan out" here, for then *2-7, 17-14, 10-17, 21-14, 16-19, 23-16, 12-19, 27-23 (27-24, 6-9, easy), 6-9, 23-16, 11-20, 32-27, 9-18, 26-23, 1-6, 23-14, 6-10, 30-26, 10-17, 25-21, 15-18, 22-15, 17-22, etc., drawn — Wm. F. Ryan.

H — This forces the issue to the end and is the only move to draw. If black presses 6-9 here, white executes an unusually fine win, and a well concealed one. See diagram:

White to play and win



*28-24	13-22	*21-17
9-18	8- 3	18-23
23-14	7-11	17-13
1- 6	3- 8	J-22-26
*32-28	11-15	*20-16
16-19-I	8-11	12-19
25-21	15-19	15-24
6- 9	11-15	32-27
22-18	19-23	*24-20
15-22	27-24	27-32
24- 8	23-27	20-16
9-18	24-20	25-30
26-17	27-32	16-19

White wins — Wm. F. Ryan

I — (Off H) 6-9, 26-23, 9-18, 23-14, 16-20, 31-26, 11-16, *26-23, 5-9, 14-5, 7-10, 5-1, 10-14, 1-6, 16-19, 23-16, 12-19, *27-23, 19-26, 6-9, etc., white wins — Wm. F. Ryan.

J — (Off H) What really hurts is that black cannot go 23-26, because then *15-10, 26-30, *31-27 (ouch!), 32-23, 13-9, wow! — white wins — Wm. Ryan.

VARIATION 6 (Off Var. 4)

22-18	6-10-B	29-25	10-15	24- 8	9-14
15-22	28-24	10-15	21-17	31-27	3- 7
25-18	4- 8	25-22	9-13	20-11	5- 9
10-15	24-20-C	*15-19	17-14-D	27- 9	11- 8
30-25-A	1- 6	31-26	13-17	13- 6	12-16
15-22	32-28	6-10	22-13	2- 9	Drawn
25-18	8-12	27-24	15-31	8- 3	Ryan.

A — If 28-24, 15-22, 24-19, then 16-20, 30-25, 22-26, 31-22, 4-8, 19-16, 8-12, 16-7, 2-11, 22-18, 6-10 is quite even, drawn — Wm. F. Ryan.

B — The position at this point is exceedingly deceptive. White appears to have a winning position, but actually has little more than an even game. Black is quite willing to allow white to trade 18-14 anytime, after which black starts an attack on the piece on 14 by 2-7, followed by 1-6. And if white does not trade 18-14, black stymies the white piece on 18 until white's position is weakened by waiting moves — Wm. F. Ryan.

C — 29-25, black simply waits and whistles by playing 1-6. If 24-19, then 8-12, 18-15, 11-18, 23-7, 16-23, 27-18, 2-11, 21-17, 9-13, 17-14, 1-6, 29-25, 13-17, etc., drawn — Wm. F. Ryan.

D — If 18-14, 15-18, 24-8, 18-25, 20-11, 13-31, black should win — Wm. F. Ryan.

VARIATION 7 (Off Var. 4

22-18	8-12	22-18	11-15	17-13	32-27
15-22	25-22	*2- 7	27-24	20-24	6- 9
25-18	*6-10	32-28	20-27	13- 9	27-18
*10-15	24-19-A	*6-10	6- 1	24-28-E	5- 1
28-24	11-16	13- 6	15-24	9- 5	28-32
15-22	17-13	7-11	28-19	10-15	1- 6
26-17	*1- 6	18- 9	*27-32	19-10	32-27
16-20	31-26-B-C	5-14	22-17	12-16	
29-25	*10-14	26-22	16-20-D	1- 6	Drawn

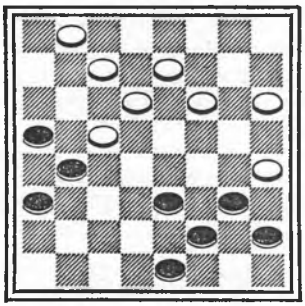
Wm. F. Ryan vs. Walter Hellman

A — If 17-13, then *9-14 (1-6 loses by 22-17, and 2-6 by 23-18, 12-16, *27-23, 20-27, 31-24, 10-15, 32-27, 16-20, 23-19, 6-10, 13-6, 5-9, 21-17, 1-5, 6-2, white wins), 22-17, 11-15, 32-28, 15-18, 23-19, 2-6, 19-15, 10-19, 24-15, 6-10, 15-6, 1-10, 13-9, 18-23, 27-18, 14-23, drawn — Maurice Chamblee.

B — 22-17, *2-7, 27-24, 20-27, 31-24, 16-20, 23-18, 20-27, 32-23, 7-11, 17-14, 10-17, 21-14, 12-16, 19-12, 11-15, 18-11, 9-27, drawn — Wm. F. Ryan.

C — The play to here is by author Ryan. Believe it or not, this same position was reached in my 1949 World Title match with Walter Hellman, from another opening and an entirely different run-up, the game continuing as given here. Now set up the pieces for play, and I will show how Hellman and I reached the "landing" at C: 12-16, 21-17, 16-19, 24-15, 10-19, 23-16, 11-20, 25-21, 8-11, 22-18, 6-10, 17-13, 1-6, 29-25, 10-15, 25-22, 7-10, 26-23, 3-7, 30-26, 4-8, 23-19, 15-24, 28-19, 8-12, 26-23, 11-15, 18-11, 7-16, 31-26, same position. See diagram below.

LANDING



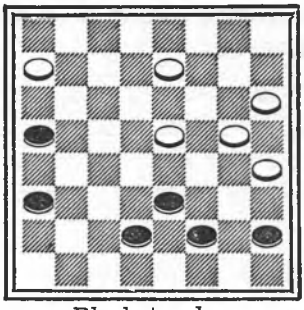
D — Marion Tinsley has shown another draw here by 32-28, 1-5, 16-20, 17-13, 20-24! 5-9, 24-27, 9-18, 28-24, 18-15, 27-31, 15-6, 24-15, etc., drawn.

E — 10-15, 19-10, 32-27 also draws here — Wm. F. Ryan.

VARIATION 8 (Off Var. 4)

5- 9	2- 7	14-18	16-19	11-20	*8-12
22-18-A	26-17	23-14	27-23-C	25-22	22-18
15-22	*1- 5-B	9-18	18-27		Forms
17-13	29-25	31-26	32-16		diagram

(From Var. 8)



Black to play

*12-16	5- 1	*11-15
26-23	7-11	14-17
*5- 9	1- 6	*22-26
17-14	10-15	17-22
10-17	6-10	*26-31
21- 5	15-22	13- 9
6-10	10-14	*31-27

Drawn — Wm. F. Ryan

A — This almost wins and is the principal objection to the 5-9 line. If white goes 17-13 here, then black has a comparatively easy draw by this confining play: 17-13, 15-18! 22-15, 10-19, 29-25, *1-5, 27-24, 14-17! 24-15, 11-27, 21-14, 9-18, 23-14, 6-9, 13-6, 2-18, 28-24, 8-12, 31-27, *5-9, 26-22, *9-14, 22-15, 16-19, 24-20, 14-18, 15-10, 19-24, 20-16, 24-31, drawn — Wm. F. Ryan.

B — Anything else here fails to pull through. For example, if 16-19, 23-16, 11-20, then 28-24, 7-11, 24-19, 8-12, *32-28, 11-16, 27-23, 20-24, 19-15, 10-26, 17-10, 6-15, 28-10, double exposure, white wins — Wm. F. Ryan.

C — If 17-14, 10-17, 21-14, then 6-10, 25-21, 10-17, 21-14, 11-16, 27-24, 18-23, 24-15, 23-30, 15-10, 7-11, 10-7, 8-12, 7-3, 16-20, 3-8, 11-16, 8-11, 30-26, 14-10, 16-19, 32-27, 19-24, 28-19, 26-31, 11-15, 31-24, 10-6, 24-28, 6-2, 20-24, 2-7, 28-32, 7-11, 32-27, 11-16, 27-32, 16-20, 32-27, 20-16, 27-32, 1518, 32-27, drawn — Wm. F. Ryan.

VARIATION 9 (Off Var. 5)

9-13-A-B	8-12-F	11-16	9-14	29-25	22-25
*31-26	25-21	3- 8	19-15	7-10	21-17
6- 9	16-19	6- 9	14-18	25-22	25-30
29-25	27-24	8-11	15-10	10-15	17-13
2- 7	1- 6	9-18	18-22	22-25	30-26
17-14	22-18	11-20	10- 6	15-18	13- 9
10-17	15-31	18-23	22-25	31-27	26-30
21-14	24- 8	*28-24	6- 2	21-17	9- 6
9-18	7-11-G	5- 9	25-29	13-22	White
23-14	8- 3	24-19	2- 7	30-21	wins.

Wm. F. Ryan

A — For play on 16-20, see Note B. If black plays either 2-7 or 9-14, the end comes quickly by 22-18, 15-22, 31-26, 22-31, 29-25, 31-24, 28-3, and black is done — Wm. F. Ryan.

B — For a long time I clung to 16-20 as black's only move to draw, after I had discovered 9-13 would lose. But finally I had to give up 16-20 as a loss also, because of the play shown below. It was then, in desperation, that I found the draw by *8-12 as given in Var. 5 — Wm. F. Ryan.

16-20	25-22	10-15-E	22-18	6-10	7- 3
17-13	15-19-D	17-10	6-10	9- 6	22-26
8-12-C	22-18	15-19	18-14	10-14	3- 8
29-25	19-26	10- 7	10-17	6- 2	11-15
9-14	18- 9	19-26	21-14	14-17	8-11
22-17	5-14	31-22	1- 6	2- 7	15-19
11-16	30-23	2-11	14- 9	17-22	11-15

White wins — Wm. F. Ryan

C — (Off B) Or 9-14, 22-17, 8-12, 29-25, gets same play as Note B. If 10-14, then *29-25, 8-12, 23-19, 15-24, 28-19, 6-10, 13-6, 2-9, 30-26, 9-13, 32-28, 11-16, 26-23, 5-9, 22-18, 1-5, 18-15, white wins. This play corrected my original draw on 16-20 at B, and was first shown, I believe, by Wm. Gray, a British analyst. I had believed 10-14 at C would draw — Wm. F. Ryan.

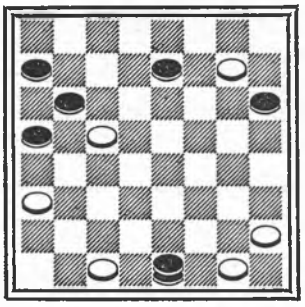
D — (Off B) If 15-18, 22-15, 10-26, 30-23, 5-9 (6-10, 28-24, 10-15, 17-10, 16-19, 23-16, 12-28, 27-23, white wins), 17-10, 6-15, 13-6, 1-10, now 21-17 wins, and so does 23-19 — Wm. F. Ryan.

E — (Off B) A good try is 16-19, 23-16, 12-19, 27-24, 20-27, 32-16, 14-18, 16-11, 18-22, 28-24, 22-25, 31-26, 25-30, 26-22, 30-25, 22-18, 10-15, 18-14, 25-22, 24-20, 15-19, 20-16, but the ending does not seem to draw — Wm. F. Ryan.

F — I can find nothing better. If 16-19, then comes the pulverizer by *14-10, 7-14, 27-23, 11-16, 23-18, 14-23, 28-24, etc., white wins. Against 1-6 at F, white replies 25-21 (threatening the shot by 22-17), 6-9, *27-24, 9-25, 24-19, etc., white wins — Wm. F. Ryan.

G — Against 6-9 (forming diagram below) white scores this exceptionally pretty coup:

White to play and win



8- 3	*28-24	21-17
9-18	16-20	White
3-10	*15-18	wins.
18-23	20-27	Wm. F.
10-15	18-22	Ryan.
12-16	5- 9	

VARIATION 10 (Off Var. 5)

28-24-A-11	9-14	31-27	6-10	9- 6	14-18
*9-13-B	18- 9	14-18	14- 9	7-10	11- 8
24-20	5-14	17-14-F	10-14	6- 2	18-25
2- 7	30-26	10-17	27-23	10-14	8- 3
32-28-C	16-19	21-14	14-17	2- 7	15-18
*6- 9	27-24	18-25	23-16	11-16	24-15
23-18-D	*1- 6	29-22	12-19	20-11	25-30

Drawn — Wm. F. Ryan

A — This leads to very interesting play, but allows black to get a "hold" on white's pieces by 9-13 in reply, thus allowing black practically to equalize the play — Wm. F. Ryan.

B — Black cannot dally, but must take the grip or lose. If 16-20, then white wins by *17-13, 10-14 (if 9-14, then 22-17, 15-18, 29-25, white wins), *29-25, 6-10, 13-6, 2-9, *22-17, 9-13, 25-22, 5-9, 32-28, 1-5, 30-26, 11-16, 24-19, 15-24, 28-19, white wins — Wm. F. Ryan.

C — 23-18, 6-9, 27-23, 9-14, 18-9, 5-14, 31-26, 15-19, 32-28, 1-5, 29-25, 5-9, 23-18, 14-23, 17-14, 10-17, 21-5, 23-27, 5-1, 27-31, 25-21, 19-23, 26-19, 16-23, drawn — Wm. F. Ryan.

D — 27-24, 16-19, 23-16, 12-19, 31-27 (22-18, 13-22, 20-16, 11-27, 18-2, 19-23, 31-24, 1-6, etc., easy for black), 9-14, 30-26-(E), 14-18, 17-14, 10-17, 21-14, 18-25, 29-22, 1-6, 14-10, 7-14, 27-23, 11-16, 20-11, 6-10, 23-16, 14-18, drawn — Wm. F. Ryan.

E — (Off D) 27-23, 19-26, 30-23, 14-18 (5-9 also draws), 23-14, 1-6, 29-25, 6-9, 24-19, 9-18, 17-14, 10-26, 19-3, 11-15, 3-7, 26-31, drawn — Wm. F. Ryan.

F — 29-25, 12-16, 17-14, 10-17, 21-14, 6-10, 14-9, *18-23, 27-18, 10-14, etc., drawn — Wm. F. Ryan.

VARIATION 11 (Off Var. 10)

31-26-A	*16-20	26-22	*15-18	19-16	9-18
9-14	13- 6	5- 9	22- 8	12-19	29-25
28-24-B	2- 9	23-19	13-31	24- 6	26-30
*6- 9-C	22-17	*1- 5	32-28	14-17	25-21
17-13	9-13	30-26	31-26	21-14	30-26

Drawn — Wm. F. Ryan

A — This is just another variation, and leads to a comparatively tame draw. Against 30-26, black can draw by either 9-14, followed up conditionally by 6-9, or he can draw after 30-26 by 2-7, 17-13 (29-25, 9-14, 17-13, 5-9, 22-17, 1-5 is Var. 4 at 12th move), 9-14, 23-19, 15-24, 28-19, 16-30, 31-26, 30-23, 27-2, 1-6, 2-9, 5-14, 13-9, 11-16, 29-25 (if 9-6, 14-18 draws), 16-20, 9-5, 10-15, 5-1, 14-18, 32-27, 12-16, 1-6, 16-19, 6-9, 19-24, 9-14, 24-31, 14-23, 7-11, etc., drawn — Wm. F. Ryan.

B — If 17-13, 6-9 is still the move. If 29-25, then 6-9 (2-7, 17-13, 16-19, 23-16, 12-19 is another drawable combination), 17-13, 16-20, 13-6, 2-9, 22-17, 9-13, 25-22, 5-9, *28-24, 1-5, 23-19, *14-18, 17-14, 10-17, 19-10, 18-25, 21-14, 9-18, 30-21, 18-22, drawn — Wm. F. Ryan.

C — Because 16-20, 29-25, 6-9, 17-13, and black has no good waiting move. This is white's only real catch in playing 31-26 at A — Wm. F. Ryan.

EDITOR'S NOTE: The great amount of play given on the 3-8 defense of this opening by Mr. Ryan had a two-fold purpose. One, of course, was to get his "team" to check the lines for possible corrections before he ventured the 3-8 defense against Walter Hellman in their scheduled but unfulfilled match. The other reason was that Mr. Ryan had planned on putting this play out as part of his revised Modern Encyclopedia of Checkers. In fact the play under Mr. Ryan's name give nin this work was all to be a part of his third edition, and of course, much more which has been lost due to the untimely death of the great master. However, it is to be noted that the play given here on the 3-8 defense at Note A of Trunk did not receive all the pounding by either his "team" or by Ryan, himself, which he had intended to give it prior to publication, and therefore the lines given here must be considered as "diamonds in the rough". Corrections and improvements no doubt will be found, and it is quite possible, despite his claims to the contrary, that the 3-8 line eventually may be proven as an unsatisfactory defense, or if not a loss, far less "practical" than the alternative by 7-11 which we have given in Variations 1 and 2. But to say the least, this play will certainly help a great deal in coming to a final conclusion as to the merits of 3-8 — L. L. Hall.

OPENING NO. 102 11-15, 24-20, 8-11

11-15	22-15	8-11-A	19-10	14-23	29-25
24-20	11-18	32-28-B	6-15-P	22-18	1- 5
8-11	26-22	F-11-15-C-E	24-19	9-14	22-17
28-24	7-11	20-16!	15-24	18- 9	14-18
4- 8-1	22-15	2-2- 7-I-K	28-19	5-14	17-14
23-19	11-18	26-22	18-23	25-22	8-11
15-18	30-26	*10-14-0	27-18	3- 8-Q	14-10

Drawn — Wm. F. Ryan

A — The position at this point marks the landing most often reached in the Ayrshire Lassie opening, and for that reason your chances to spring the play following this move are better than average — Wm. F. Ryan.

B — This is the new move — a "kaleidoscopic cook" of the first grade. The effectiveness of this move in actual play lies in the fact that your opponent is left with so many logical-looking moves and combinations, he becomes lost and confused in a maze of plausibilities. Give any player enough rope (scope) and he will find a way to hang himself — Wm. F. Ryan.

C — This does not look reassuring at all to a good crossboard player, but it is black's best move by far. Black has three other moves here; 3-8, 10-14 and 10-15, but they are all bad or poor. 10-15 is a definite loss as shown in Note E, while 3-8 and 10-14 are more or less critical. For example: 10-14, 19-16, 12-19, 24-8, 3-12, 27-24! (almost wins and is much stronger than 25-22, 18-25, 29-22, 6-10, 27-23, 9-13, etc., drawn), 9-13-(D), 20-16, 12-19, 24-15, 6-10, 15-6, 1-10, 28-24, *2-7, 24-20, *7-11, 25-22, 18-25, 29-22, *11-15, 26-23, *15-19, 23-16, 10-15, drawn. This is the only scientific draw for black after 10-14 at C — Wm. F. Ryan.

EDITOR'S NOTE: Evidentially Mr. Ryan did not consider the play in Var. 2, which in our opinion is just as good as his trunk play.

D — Or 2-7, 20-16, 12-19, 24-15, 9-13, 28-24, 6-10, 15-6, 1-10, 24-20, drawing as in Note C. Black is tempted to go 6-10 at D, but it loses neatly by 20-16, 12-19, 24-6, 1-10, 28-24, 2-7, 24-20, 7-11, 25-22, 18-25, 29-22, 9-13, 26-23, 11-15, 31-27, 15-19, 23-16, 10-15, 27-24, 14-18, 24-19, white wins — Wm. F. Ryan.

E — If 10-15, 19-10, 6-15, then 24-19, 15-24, 28-19, 1-6 (or 9-14, 19-15, 3-8, 15-10, 11-15, 26-22, 5-9, 31-26, 9-13, 27-24, 1-5, 26-23, 18-27, 22-17, white wins), 19-15, 3-8, 21-17, 9-13, *17-14, 13-17, *15-10, 6-15,

25-22, 18-25, 29-13, 15-19, 14-10, 11-15 (19-24, 10-7, white wins), 10-6, 2-9, 13-6, 19-24, *20-16, 12-19, 27-20, 19-24, *6-2 (26-23 allows a draw by 5-9), 15-19 (if 24-28, 26-23 wins easily), *2-7, 24-28, *7-3, 8-12, *26-23, 19-26, 31-22, 28-32, 3-7, 5-9, 7-10, 9-13 (32-27, *22-17, 9-13, 10-15! 13-22, 20-16, white wins), *10-14, 32-27, *22-18, 27-23, 18-15, 23-26 (23-19, *15-11), *14-18, 26-31, *15-10, white wins), an old Dr. Brown ending — Wm. F. Ryan.

F — While 3-8 will draw, black gets quite a "scare" by 26-23! (much stronger than 19-15), *2-7-(G), 23-14, 10--17 (if 9-18, then 25-22 or 31-26 is strong), 21-14, 9-18, 25-22, 18-25, 29-22, 5-9, 31-26, 9-14, 27-23, 6-9, 19-16, 12-19, 23-16, 8-12, 22-17, 14-21, 26-22, etc., drawn — Wm. F. Ryan.

G — (Off F) 9-14 loses by 21-17 in reply, and if 18-22, 25-18, 10-15, 19-10, 6-22, then *21-17, 1-6, 23-19, 9-13, 27-23, white wins. Again at G, if 10-14, then 19-15 (31-26 is good too), 2-7-(H), 24-19, 7-10, 31-26, 9-13, 19-16, 10-19, 16-7, 6-9, 23-16, 12-19, 26-22, 19-23, etc., drawn — Wm. F. Ryan.

H — (Off G) 9-13, 24-19, 6-10 (2-7, 27-24, 18-27, 15-10, white can win), 15-6, 1-10, 31-26, *11-15 (5-9, 19-15, 10-19, 23-7, 2-11, 27-24, 11-15, 26-22, white wins), 19-16 12-19, 23-16, *5-9 (not 8-11, 16-7, 2-11, 26-22, 5-9, 20-16! 11-20, 28-24, white can win), 26-22, 8-12, 16-11, 18-23, 27-18, 14-23, 11-8, 15-19, 8-3, 23-26, 20-16, white is very strong, but black can draw — Wm. F. Ryan.

I — 3-7 loses by 26-23, 9-14, 24-20, 15-24, 28-19, 5-9, 31-26, 9-13, *16-11-(J), 7-16, 20-11, 10-15, 19-10, 6-15, 11-8, 12-16, 8-4, 16-20, 26-22, etc., white wins — Wm. F. Ryan.

J — (Off I) Correct here, as 26-22 allows black to draw by 1-5, 22-15, 14-17, 21-14, 10-17, 25-21, 17-22, 16-11, 7-16, 20-11, 22-26, 19-16, 12-19, 23-16, 26-31, 27-24, 31-27, 24-19, 27-24, 11-8, 6-10, 15-6, 2-9, etc., drawn — Wm. F. Ryan.

K — White wants 9-13 here, which is extremely weak when encountered by *26-22-(L), 5-9, 16-11, 18-23-(M), 27-18, 10-14, 19-10, 14-23, 11-8, 6-15, 22-17, 13-22, 25-11, 23-27, 8-4, 27-32, 24-19, 9-14, 29-25, 1-6, 25-22, 6-10, 22-17, 3-8, 11-7, 2-11, 17-13, etc., white can win — Wm. F. Ryan.

EDITOR'S NOTE: For 10-14 at K, see Var. 2, a good alternative suggested by Johnie Mitchell, and overlooked by Ryan.

L — (Off K) White cannot go 16-11, as black wins by 3-7 in reply! — Wm. F. Ryan.

M — (Off K) 10-14, 19-10, 6-15, then 24-19, 15-24, 22-15, 13-17, *27-20, white wins. If 3-7 at M, then 11-8, *7-11-(N), 24-20, 15-24, 28-19, *10-14, 22-15, 11-18, 19-16 (best), 12-19, 27-23, 18-27, 31-15,

13-17, 8-3, etc., white gets the best ending, but black can draw — Wm. F. Ryan.

N — (Off M) If 18-23, 27-11, 7-23, then 22-17, 13-22, 25-18, 10-14, 18-15, 9-13, 8-3, 6-9, 3-8, 13-17, 15-10, 9-13, 10-7, 2-11, 8-15, 23-26, 31-22, 17-26, 15-19, white wins. There may be a draw possibly after 18-23 at N, but if there is a draw, it is a critical one at best — Wm. F. Ryan.

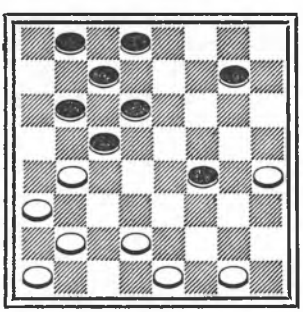
O — All that's left. To a good player, 9-14 appears to win, but it's just what white wants, for after 9-14, white replies *24-20, 15-24, 22-15! *10-19 (forced, as 12-19, 31-26! Shot! White wins), 16-11 (the shot by 31-26 draws, but 16-11 is stronger), 7-16, 20-11, and no matter how black plays the ending, white is super strong — a probable white win — Wm. F. Ryan.

P — 12-19, 24-15, 18-23, 27-18, 14-23, 22-17, 7-14, 17-10, 9-14 may also draw for black — Johnie Mitchell.

Q — 1-6, 29-25, 6-10, 22-18, 14-17, 21-14, 10-17, 18-15, 3-8, 25-21, 17-22, 21-17, 22-25, 17-14, 25-29, 15-10, drawn — Johnie Mitchell.

VARIATION 1

3- 8	20-11	4- 8
23-19	7-16	30-26-A
9-14	24-20	15-19-B
22-17	15-24	23-16
5- 9	20-11	12-19
26-23	8-15	Forms
11-16	27-20	diagram



White to play. Black draws

20-16-C	*17-13	*31-27	*22-17	*32-28	G-23-19
8-11	11-15-D-E	18-25	9-14	24-27	White
16- 7	*25-22	29-22	*27-23	26-22	wins.
2-11	14-18	1- 5	19-24	27-31	Ryan.

A — The accepted standard move here is 17-13, by A. J. Heffner. Several years ago a game was played between Gonotsky and Ginsberg, Gonotsky playing 30-26 here, Ginsberg getting a very powerful ending by 15-19 in reply. On the strength of that game, 30-26 was abandoned as a poor move, and Heffner's 17-13 move became the accepted play.

B — Ostensibly the objection to the 30-26 move, but it loses! (not quite! See Clayton O. Beebe's correction in Note F — Editor). Black can draw here by 15-18, 17-13, 18-27, 32-23, 10-15, etc. which looks sound enough — Wm. F. Ryan.

C — This move wins and forces the play all the way — Wm. F. Ryan. (Except for the draw shown in Note F, which easily could be missed — Editor).

D — 11-16, *25-22, 10-15, *31-27, 16-20, *27-23, 19-24, *22-17, 24-27-(F), 17-10, 27-31, 26-22, 9-14, *23-19, 15-24, 32-28, white wins — Wm. F. Ryan.

E — 10-15, 25-22, 1-5 (14-18, 21-17), *29-25, 14-17, 21-14, 9-18, 31-27, 11-16, 27-23, 18-27, 32-23, 19-24, 23-18, 15-19, 18-14, 24-27, 22-17, 27-31, 26-22, 31-26, 25-21, white wins — Wm. Ryan.

F — Off D) *15-18, 17-10, 18-27, 32-23, 6-15, 13-6, 1-10, 21-17, 24-27, 26-22, 27-31, 23-18, 15-19, 18-15, 10-14, 17-10, 31-26, etc., drawn — Clayton O. Beebe.

G — This is hardly a "heavy" cook, but any innovation is better than none. The position after the first move in Var. 1 (3-8) also arises from another three-mover, 10-15, 24-20, 7-10, 28-24, 3-7, same. It is difficult to develop anything new on the formation after 3-8, and for that reason the play shown here is worth going after if the team is unable to produce something more promising. Any cook is better than none — Wm. F. Ryan.

VARIATION 2

10-14-A	18-23-C	6-10	5- 9	26-31	31-26
19-10	27-18	18-15	10- 6	4- 8	29-25
6-15	14-23	10-14-F	9-13	19-23	14-17
16-11	22-18-E	15-10	6- 1	8-11	21-14
12-16	15-22	9-13	23-26	23-26	30-21
24-20-B	25-18	16-12	31-22	11-15	14-10
16-19	1- 6	13-17	17-26	26-30	Drawn
26-22	20-16	11- 8	8- 4	1- 5	Hall.

A — Not given in Ryan's play but suggested by Johnie Mitchell. It seems a good playable move, and we continue the play from this point along a likely continuation, which, of course, may be improved upon — L. L. Hall.

B — 26-23 (obviously very weak), 16-19, 23-16, 18-22, 25-18, 14-32, 24-20, 9-14, 16-12, 15-18, 11-8, 18-22, 8-4, 14-18, 4-8, 18-23, 8-11, 23-26, 11-15, 26-30, 20-16, 5-9, 16-11, 9-13, 11-8, 30-26, 15-19, 2-7, 8-4, 7-11,

4-8, 11-16, 19-15, 26-23, 15-10, 16-20, 10-14, 32-27, black may win — L. L. Hall.

C — 9-13, 20-16 seems also sound for a draw. The following is good too: 19-23, 27-24, 23-27-(D), 11-7, (24-19, 15-24, 22-15, 3-7 or 27-32 is strong for black), 3-10 (or 2-11, 24-19, 15-24, 22-8, 3-12, 28-19, 27-32, 19-15, 32-28, 15-11, 28-24, 11-8, drawn), 24-19, 15-24, 22-6, 1-10, 28-19, 27-32, drawn — L. L. Hall.

D — Off C) 9-13 (or 23-26, 11-7, etc.), 11-7, 3-10, 24-19, 15-24, 22-6, 1-10, 28-19, 13-17 (or 2-7), 19-16, 5-9, 16-11, 9-13, 20-16, 23-26, drawn — L. L. Hall.

E — 22-17, 1-6, 20-16, 6-10, 16-12, 19-24, 28-19, 15-24, 11-8, 23-27, 8-4, 27-32, 4-8 may also do, but text seems best — L. L. Hall.

F — 2-6, 11-7, 10-14, 15-10, 6-15, 7-2 seems strong for white — L. L. Hall.

OPENING NO. 103 11-15, 24-20, 12-16

11-15	25-22	11-15-F-3	17-13	*3- 8	26-22
24-20	9-14-C-2	16-11	*10-15	22-17	18-23
12-16	23-19-D	15-19-G	19-10	15-18-J	22-18
20-11	15-24	27-23	6-15	32-28	23-27
7-16	28-19	19-24	13- 6	8-15	K-18- 9
22-17!-A	*8-11-E	23-19	1-10	28-19	Drawn
16-20-B-1	19-16	*5- 9-H	29-25	15-24	Ryan

Notes by Wm. F. Ryan

A — I can find no play at all on this move. Kear's Ency. does not even mention it. The play I have compiled on this move indicates that it is stronger than the conventional 22-18 line. It is also in line with my policy of getting Hellman off the beaten path as early in the game as possible, and as often as possible. I have examined this move carefully for some time and find that it is veritably loaded with winning chances for white. Hence, I plan to use it on Hellman in the coming match. It should be noted that white cannot effectively go 21-17 here, for then 9-13, 25-21, 5-9, and we have the No. 1 basic line of the 12-16, 21-17, 9-13 opening. This 22-17 move prevents the formation and is very powerful, as I will attempt to show in this thesis — Wm. F. Ryan.

B — The purpose of this move is to get in 9-14 next. 8-11 is wanted here (a very natural move), for then 25-22, and then the best black can do is go for Variations 1, 2, 4, or 5, all exceedingly deli-

cate for black. For play on 8-11, see Var. 1. If black tries 8-12 at B, white does not take the two for one by 24-19, but instead plays 25-22. Now after 25-22, should black play 3-7 or 3-8, then 23-18 is mighty powerful — further attacking black's impaired single corner. Again, after 8-12, 25-22, if black trades off 16-19, 23-16, 12-19, then 27-23, 19-24, 28-19, 15-24, 23-18, 24-28, 17-14, 10-17, 21-14, 3-7 or 2-7, then 26-23, and white is strong — Wm. F. Ryan.

C — Without doubt the only good move on the board for black. For play on 8-11, see Var. 2.

D — Strongest by far. Of course, I tried 17-13, 8-11, 29-25, 4-8, 22-17, 8-12, 25-22, 3-7, *23-18, but white has all the grief, as shown in Note B off Var. 2.

E — Anything else here would be extremely weak, if not a loss. If 8-12, then 26-23, 4-8, 30-26, and I cannot find a draw for black. Continue: 8-11, 19-16, 12-19, 23-7, 2-11, 26-23, 5-9 (6-9 loses by *17-13), 17-13, 11-16, *29-25, 3-8, 22-17, 8-12, *31-26, 10-15, 17-10, 15-19, 10-7, 19-24, 25-22, 24-31, 23-18, etc., white wins — Wm. F. Ryan. However, black can play 5-9 first (at E), then 17-13, 8-11, 19-16, 11-15, 16-11 (22-17 is no good), 15-19, 27-23, 19-24, 23-19, *10-15, running back into Trunk — Wm. F. Ryan. The win shown in the Note E continuation corrects Wood's Checker Studies, page 20, Var. 1-B by Broadbent — Clayton O. Beebe.

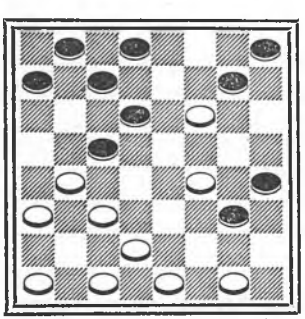
F — Again best, but 2-7 will "skin" through as shown in Var. 3.

G — 3-8 loses by 29-25, 5-9, 17-13, 1-5, *27-24, 20-27, 32-23, 15-18, 22-15, 10-19, 23-16, 8-15, 16-11, 14-17, 21-14, 9-18, *31-27, 5-9 or 6-10, then 27-24, white wins — Wm. F. Ryan.

H — The key move to draw, and not easily foreseen coming up. A good player would be reluctant to make this move, because of the threatening 19-16 in reply, unless he foresaw that after 19-16 the deadly *24-27 pitch—with white losing on either jump! What white wants here is 3-8 (forming diagram), which loses for black, but the win is very difficult. See play with diagram.

11- 7	6- 9-I	*2- 6
2-11	11- 7	5- 9
19-16	9-13	*26-23
11-15	*7- 2	12-16
*16-11	8-12	22-18

White wins — Wm. F. Ryan



White to play and win

I — (Off H) If 8-12, then 11-7, 4-8, 7-2, 5-9, *17-13, 8-11, *22-17 (not 29-25, for then 14-18), 15-18 (all that's left! If 1-5, 2-7! 15-18, 7-16, 12-19, 26-22 or 32-28 and white is mighty powerful), *26-22! 18-25, 29-22, 11-15, 2-7, 12-16, 7-3! 16-19, 3-8! 24-28 (1-5, 8-11, white wins), 8-3! 19-24, 2-7, white should win. I have a feeling there may be a draw somewhere in this ending, after 8-12 at Note I, but the foregoing play is sufficient to show white's strength. Even if a draw does exist after the sacrifice at Note H (3-8, 11-7, that is), a player would never be able to find it without analysis — Wm. F. Ryan.

J— Or 24-27, 32-23, 15-18, *23-19, 8-24, 26-22, drawn — Wm. F. Ryan.

K — The draws on these cooks always look easy after somebody beats his brain out for countless hours until he finds it! The cook at Note A (22-17), is indeed heavy material, and should trip Hellman unless of course, he has put in as much time on it as I have. My guess is that he hasn't even looked at it! Even if he has, it takes many hours even to "discover" the strength of a line of play . At first, I could get nothing out of the 22-17 cook at A, until I bumped into the powerful 23-18 move at Note B at Var. 2. That one move changed the whole complexion of the cook! — Wm. F. Ryan.

VARIATION 1

8-11-A	10-17	6- 9-E	14-18	9-13	7-14
25-22	21-14	14-10-K	27-23	26-17	4- 8
4- 8-B-4	9-18	9-14-L	18-27	13-22	12-16
29-25	23-14	25-21-M	22-18	31-24	Drawn
8-12-C	16-19-D	5- 9-N	15-22	2- 7	Wm. F.
17-14	27-24	32-27-O	24- 8	8- 4	Ryan.

Notes by Wm. F. Ryan

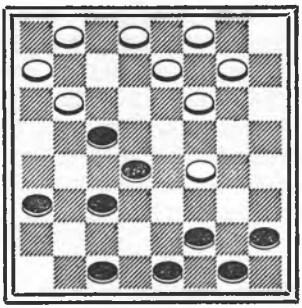
A — Definitely inferior to 16-20, leading to much critical play for black.

B — For play on 3-7, see Var. 4. Of course, 16-20 would be a switch to Var. 2, also a tough line for black.

C — If 16-20, white still "dykes" by 17-14 and gets a powerful game.

D — The press by 6-9 loses at once by 28-24, 9-18, 24-19, etc., white wins.

E — The way is now long and narrow for black. White wants 11-16 (See diagram below) here, which comes within a hair's breadth of losing, as follows (under diagram):



Black to play

11-16	16-20-G	2-11	12-19	9-14	15-18
24-20	26-23!	22-17-J	25-21	7- 3	Drawn
3- 7	19-26	*11-16	1- 6	14-18	Wm. F.
20-11	30-23	17-14	14-10	31-26	Ryan.
7-16	6-10-I	*16-19	6- 9	*18-22	
32-27-F	14- 7	23-16	10- 7	26-17	

F — (Off E) Almost wins—but not quite! Against 25-21, black can draw by 6-9 (if 16-20, 21-17 is the stinger), 14-10, 9-13, 32-27, *5-9, 27-24, 19-23 (16-20 also draws), 26-19, 16-23, 24-19, 15-24, 28-19, 9-14, 22-18, 1-5, 18-9, 5-14, 19-15, 12-16, etc., drawn — Wm. F. Ryan.

G — (Off E) Of course 6-9 is a goner by 27-24, 9-18, 24-20, white wins. If 2-7, then 22-17, 6-9, 25-21-(H), 9-18, 26-23, 19-26, 30-14, 7-11, 14-10, 16-19, 27-24, 19-23, 10-7, 15-18, 7-3, 11-15, 3-7, and white has a powerful ending.

H — (Off G) 27-24, 9-18, 24-20 only draws by *1-6, 20-2, 12-16, 2-9, 5-21, 31-27, 16-20, etc., drawn.

I — (Off E) This is certainly best and clears the ending. If 2-7, then the attack is 22-17, 15-18 (best), 23-19, 6-9, 25-21! and no matter how black plays the ending, white gets the best of it. However, black can draw.

J — (Off E) Or 25-21, 1-6, 21-17, *6-9, etc., drawn.

K — Of course, white can take the immediate draw by 31-27, 9-18, 27-23, 18-27, 32-7, 2-11, 24-20, 5-9, etc., but this 14-10 is very strong as well as complex.

L — Here white wants 2-7, for then 10-6! 1-10, 22-18, 15-29, 24-6, 9-13 (11-16, 6-2, 7-11, 2-6, 9-13, 26-22, white can win), 6-2, 13-17, 28-24, 12-16 (to stop 24-19), 32-27, 17-21, 27-23, and white has a ter-

rific ending — a probable white win — Wm. F. Ryan.

M — Stronger than 32-27, 2-7, 26-23 (25-21, 14-18, 22-17, 7-14, 17-10, 19-23, 16-19, 11-16, black wins), 19-26, 30-23, 14-17, 22-13, 7-14, 25-22, 5-9, 13-6, 1-10, 24-19, or 24-20, drawn — Wm. F. Ryan.

N — Seems forced. 14-18, *22-17, 18-22, 17-14, 22-25, 21-17, white wins. If 11-16, then 24-20, 14-18, 20-11, 18-25, 21-17, 25-29, 17-13, white can win — Wm. F. Ryan.

O — Here 26-23 fails to pan out, for then 19-26, 30-23, 2-6, 32-27, 9-13, 24-20, 6-9, 10-6, 1-10, 27-24, 3-7, 31-26, 12-16, 24-19, 15-24, 28-12, 10-15, etc., black wins — Wm. F. Ryan.

VARIATION 2

8-11-A	10-17	*13-17-D	6- 9	11-15	8-11
23-18-B	21-14	22-13	13- 6	29-25	probable
4- 8-C-5	9-13	15-22	2-27	5- 9	draw.
17-14	27-23	26-17	32-23	25-22	Ryan.

A — Just what the doctor ordered—for white! This is another weak line for black, leading to many well concealed white wins — Wm. F. Ryan.

B — Not a very natural move, but it carries the real punch in the white formation. I discovered the power in this move only after I had worked on 29-25 without developing any promising winning chances, viz: 29-25, *9-14, 17-13, 4-8, 22-17, 8-12, 25-22, 3-7, *23-18, 14-23, 27-18, 15-19, *17-14, 10-17, 21-14, 11-16, *31-27, 19-23 (7-11, *13-9, 6-13, 26-23, etc., drawn), 26-19, 16-23, *22-17, 12-16 (best), 28-24, 16-19, 24-15, 23-26, 30-23, 6-9, 13-6, 1-26, *18-15, 2-6, 17-13, 26-30, 27-24, etc., drawn. In this variation, white is obviously running all the way for the draw. Then, in my search to improve this play, I discovered the powerful 23-18 at B — Wm. F. Ryan.

C — I can find nothing better. In my opinion it is the best move to draw, and even this leads black into critical play. If 9-13, the trade by 17-14 is terrific, and if 9-14, we get Var. 5. Black could play 3-8 at C, to prevent the 17-14 trade, but after 3-8 try 27-32, 20-24 (if 8-12 or 9-13, 17-14 is still the cue, and if 9-14, 18-9, 5-14, then 31-27 is the retort), 28-19, 15-24, 17-14, 10-17, 22-13, 11-15, 18-11, 8-15, 23-19, white can win. There may be a draw after 3-8 at C, but it would be too critical to have any practical value — Wm. F. Ryan.

D — Necessary, to prevent such powerful moves at 23-19 and 14-9.

VARIATION 3

2- 7-A	17-13	1- 5	23-14	19-24	22-18
26-23	11-16	22-17-F	9-18	28-19	Drawn
4- 8-B	29-25-D	11-15	26-23	16-32	Wm. F.
16-12-C	8-11	32-28-G	15-19	25-22	Ryan.
5- 9	31-26-E	14-18-H	23-14	32-27	

A — This looks dangerous, but apparently it will draw, with grunts — Wm. F. Ryan.

B — This, or 5-9 first, then 17-13, 4-8 gets same play, but 6-9 at B loses neatly by *30-25! 4-8, 16-12, 11-16, *17-13, 1-6, *22-17, 8-11, 25-22, white wins.

C — White can try 31-26 here, but after 5-9, 17-13, 8-12, 22-17, 12-19, 23-16, 11-15, 29-25, *15-19, white has no more than an even game and can easily lose if overplayed.

D — 22-17, 8-11, 29-25, 11-15, 30-26, 1-5 (15-19, 32-28, 14-18, 23-5, 19-24, 28-19, 16-30 also draws), 32-28, 14-18, 23-14, 9-18, 17-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 16-19, 13-9, 7-10, 14-7, 3-10, 9-6, 19-24, drawn — Ryan.

E — Against 22-18, black can win by 10-15, 25-22, 15-19, 30-26, 19-24, 22-17, 16-19, 17-10, 6-22, 13-6, 1-10, 23-16, 22-25, 26-22, 25-30, 22-17, 30-26, etc., black wins — Wm. F. Ryan.

F — There is nothing in 23-18, 14-23, 27-18, 10-14, 18-15, 11-18, 22-15, 7-10, 15-11, 10-15, 11-8, 20-24, black drawing easily — Wm. F. Ryan.

G — White cannot go 26-22 here, for then 7-11, 23-18, 14-23, 27-18, *20-24, 30-26, *24-27, 32-23, 15-19, 17-14, 10-17, 21-14, 11-15, 18-11, 9-27, 11-8, 19-23, 26-19, 16-23, etc., black wins — Wm. F. Ryan.

H — 15-19, 25-22, 7-11, 22-18, 10-15, etc. also draws — Wm. F. Ryan.

VARIATION 4 Off Var. 1)

3- 7-A	11-20	C-9-14-D	5- 9	2- 7	15-24
29-25	17-13	26-23	25-22	30-26	28-19
16-19-B	4- 8	8-12-E	7-11-F	1- 5	11-15
23-16	22-17	28-24	32-28	24-19	22-18

White wins — Wm.F. Ryan

A — A draw after this move is very doubtful. I have not thoroughly examined the possibilities, but a good player is not likely to make a move like this, and for that reason I have not put in too much work on it. I am only interested in covering moves I think Hellman will make, or that he is forced to make — Wm. F. Ryan.

B — This seems to lose for sure. If there is a draw in this formation, black must play 4-8 and allow the powerful dyke by 17-14. The resulting structure after the dyke is too weak for black to merit my time, with far more important territory yet to be covered in my preparations for the match — Wm. F.Ryan.

C — 15-19, 27-23, 8-12, 23-16, 12-19, 32-27, white wins. If 15-18, then 26-23, 8-11, 23-14, 9-18, 30-26, 10-15, 26-22, white wins as in Note D.

D — 8-11, 26-23, 15-18 (11-16, 25-22, white wins), 23-14, 9-18, 30-26, 10-15, *26-22, 6-10, or 11-16, then 31-26, white wins — Wm. F. Ryan.

E — 7-11, 28-24, 5-9, *32-28, 2-7, *30-26, 1-5, *23-19, 8-12, *27-23, 20-27, 31-24, 15-18, 26-22, 18-27, 19-15, etc., white wins — Wm. F. Ryan.

F — 1-5, 24-19, 15-24, 22-18, white wins — Wm. F. Ryan.

VARIATION 5 (Off Var. 2)

9-14	31-26-D	*11-18-G	21-14	15-29	2- 7
18- 9	*15-18-E	28-24-H	18-23	23-19	K-1- 6
5-14	22-15	*8-11-I	19-10	*2- 6	Drawn
26-23-A	11-18	17-13-J	6-15	14- 9	Wm. F.
*4- 8	26-22 !-F	*10-15	27-18	*11-15	Ryan.
29-25 !-B	7-11	23-19	*20-27	9- 2	
*3- 7-C	22-15	*14-17	32-23	15-24	

Notes by Wm. F. Ryan

A — The strongest by far, and keeps up a relentless attack down to the last move of the game. My first try here was for an attack on 17-13, but it soon peters out by 4-8, 22-17, 8-12, 26-23, 3-7, 29-25, *1-5, 28-24, 11-16, 23-19, 16-23, 27-11, 20-27, 31-24 (32-23, 7-16, 25-22,

16-19, 23-16, 12-19, 31-27, 2-7, 27-23, 19-26, 30-23, 5-9, or 7-11, then *23-18 draws), 7-16, 24-20, 16-19, 20-16, 2-7, 32-27, etc., drawn — Wm. F. Ryan.

B — A subtle waiting move to invite 15-18, which is what white wants. If 31-26 first, black must still reply 15-18, 22-15, 11-18, 17-13, 10-15, 28-24, 8-12, 23-19, 3-8, 19-10, 6-15, 29-25, 8-11, 26-23, drawn as in Note F.

C — If 15-18, 22-15, now 11-18 loses by 30-26; and if 10-26, 17-10, 6-15, 30-23, white looks good enough to win. Again at C, if 6-9, then 17-13, 2-7, 13-6, 14-18, 23-14, 10-26, 30-23, 1-10, 25-22, 10-14, 23-19, 15-24, 28-19, 7-10, *22-18, white wins — Wm. F. Ryan.

D — I have tried everything here, but this seems best. If 28-24, then *1-5 (8-12 loses by 31-26, 1-5, 17-13, 6-9, 13-6, 2-9, 22-17, 9-13, 25-22, 5-9, 23-19, 11-16, 26-23, 7-11, 30-25, white wins), 23-19 (31-26, 5-9!), 8-12, 17-13, 11-16, 22-17, drawn as in Note A.

E — The only move to draw! 8-12 loses by 28-24 as in Note C, and 1-5, 17-13 is no better.

F — White is just a little short of forcing a win here. This is strong, and so is 17-13, *10-15, 28-24, *8-12, 23-19, *7-11, 19-10, 6-15, 26-23, *11-16, 21-17, 14-21, 23-14, *15-18, 14-10, *2-6, 10-7, 16-19, 24-15, 6-9, 13-6, 1-19, etc., drawn. This is a heluva draw, but it works! — Wm. F. Ryan.

G — 10-26 also draws, with care: 10-26, 17-10, 6-15, 30-23, 8-12, 25-22, 1-6, 28-24 (21-17, 11-16, 23-18, 15-19, now if 18-15, 6-10 draws, and if 18-14, 2-7 draws), 6-10, 21-17, 2-6, 23-18, *6-9, 17-13, 9-14, 18-9, 10-14, drawn — Ryan.

H — Or 17-13, *10-15, 28-24, *8-11, same play.

I — 18-22, 25-9, 6-22, 23-18, etc., white wins — Wm. F. Ryan.

J — If 24-19, *6-9, 19-16, 9-13, 16-7, 13-29, 23-19, 2-11, 21-17, 14-21, 27-24, 20-27, 32-7, 1-6, black should win — Wm. F. Ryan.

K — Not exactly a draw to be found across the board!

OPENING NO. 106 11-16, 21-17, 8-11

11-16	4- 8	17-21	*16-20	*9-14	*10-26
21-17	24-19	25-22-D	28-24-F	13- 9!	17- 3
8-11-A	9-14-1	7-10	*11-16	6-13	G-*21-25
17-14	26-22-B	29-25	25-22!-F	15- 6	Drawn
10-17	14-17-C	*3- 7	*5- 9	1-10	Wm. F.
22-13	22-18	22-17	18-15	19-15	Ryan.

Notes by Wm. F. Ryan

A — EDITOR'S NOTE: This play on this opening was contained in a private letter to Johnie Mitchell of Cordele, Georgia, member of Ryan's "Team". It is a rather short thesis, but no doubt Mr. Ryan would have published much more on this "debut" had he lived to complete his work on his revised Modern Encyclopedia of Checkers.

B — This move was one of the subjects of Ryan's letter to Mr. Mitchell. It constitutes, we believe, a vary fine deviation from the usual attacks featured in Ryan's Modern Encyclopedia — Editor.

C — Leads to a weak ending. 7-10 followed by 16-20 and black can draw against anything, with most lines running into the Modern Encyclopedia lines — Wm. F. Ryan.

D — This is the powerhouse. There is no strength in 28-24 — Wm. F. Ryan.

E — The only move to draw.

F — Strongest.

G — This represents the best play for both sides after 14-17 at C. However, the ending is weak and so therefore 14-17 at C is the bad one. I may play 26-22 (at B), with white, figuring that perhaps Hellman may not have probed the line thoroughly, and may bite on 14-17! That is, unless I find something better. If I play 26-22, and if Hellman plays 7-10 instead of 14-17, I'll know that he has been over the territory **superfine** — Wm. F. Ryan.

EDITOR'S NOTE: Plausible play after *21-25 at G seems to run as follows: 30-21, 26-30, 22-18, 30-25, 18-14, 13-17 (25-22, 14-9, 8-11 may also draw but seems weaker than text — Editor), 14-9, 17-22, 24-19 (21-17 or 9-5, then 16-19, 24-15, 22-26, etc. draws — Editor), 16-23, 27-18, 8-11, 3-8, 11-16, 8-11, 16-19, 11-15, 19-23,

9-5, 23-26, 5-1, 26-30, 1-5, 30-26, 15-19, 2-7, 5-9 (18-15, 20-24, 19-28, 26-23, drawn) 7-11, 9-14, 11-16, 19-15, 20-24 (not 26-23, 14-17, 23-14, *17-26, white wins), 14-9, 26-23, 9-14, 23-26, 15-11, 16-20, 14-10, 24-27, drawn — Editor.

VARIATION 1

16-20-A	17-10	16-23	30-25-I	16-20	16-11
25-22	6-24	26-19	9-13	31-26	10-14
11-16	13- 6	*3- 7	25-21	2- 6	etc.
29-25	1-10	27-23	11-15	19-16	Drawn
7-10-B	28-19	*20-24	18-11	12-19	L. L.
22-17	8-11	25-22-G	7-16	23-16	Hall
10-14	23-18-D	5- 9-H	25-22	6- 9	

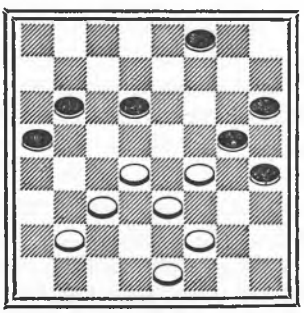
A — Starred in Ryan's Modern Ency., Trunk, page 223, but Victor Davis gave play on 9-14 to draw. No doubt this improvement of Note K off J, page 224 of Ryan's Modern Ency. was the reason that Ryan considered the attack by 26-22 at Note B of the trunk play — Editor.

B — 9-14, 25-21, and now 14-17-(C) is shown to draw by Basil Case and Victor Davis in Hall's Three-Move Manuscript.

C — (Off B) 8-11 draws as shown by Victor Davis on Hall's Three-Move MSS.

D — Somewhat resembles an Octopus position. If 25-22 here, then 11-15, 32-28, 15-24, 28-19, 2-6, 30-25, 6-9, 22-18 (varies from Ryan's Note R, page 225 of the Modern Ency. where 25-21 is given), 9-13 (10-14 loses but 3-8 is O. K.), 26-22 3-8-(E), 25-21 (18-15 draws also as shown by Ryan), 8-11, 21-17, 5-9, 17-14, 10-26, 31-22, 11-15, 19-10, 16-19, 23-16, 12-19, 10-6, etc., drawn — Editor.

E — 5-9 seems to lose here, but it requires careful play. Continue under diagram after 5-9:



White to play and win

18-15	22-25	*19-15	25-30	8- 4	19-24
10-14	17-14	13-17	15-11	3- 8	6-10
*22-18	25-30	*18-14	30-25	11- 7	White
14-17-F	14- 5	17-21	5- 1	8-12	wins
25-21	30-25	14- 9	16-19	*1- 6	Editor
17-22	*15-11	21-25	23-16		
21-17	25-22	*11- 8	12-19		

F — (Off E) 13-17, *25-21, 17-22, 15-10, 22-25, 10-6, 25-30, 6-1, 30-25, *31-26, and if 9-13, 18-9, 25-22, 26-17, 13-22, 1-6, 22-26, 6-10, and white should win — Editor.

G — Varies from the trunk play of Ryan's Modern Ency. where 30-26 is given.

H — 11-15, 18-11, 7-16 may be premature by 30-26 in reply — Editor.

I — 22-17, 9-13, 32-27, 17-22, 27-20, 11-16, etc., drawn — Editor.

OPENING NO. 121 11-16, 23-18, 16-20

11-16	9-14-D-F	*11-16	24-27-K-L	31-27	3-10
23-18	*18- 9	21-17	32-23	15-10	17-13
16-20	5-14	*8-11-I	20-24	27-23	10-14
24-19	17-10	17-14	14-10	18-14	9- 6
10-14	6-24	*16-20-J	7-14	23-19	2- 9
22-17!!-A	28-19	23-18	18- 9	22-17	13- 6
14-23	4- 8-G	11-16	24-27	19-15	14-18
27-18	25-22	31-26	23-18	10- 6	30-26
8-11-B	*20-24-H	16-23	27-31	1-10	Drawn
*26-23-C	29-25	26-19	19-15	14- 7	Ryan.

Notes by Wm. F. Ryan

EDITOR'S NOTE: On Mr. Beebe's request for some advice on psychology in match play, Mr. Ryan came up with the information contained in the notes of this opening, and the play is certainly a fitting illustration!

A — With this move white initiates an entirely original "horse radish" cook that carries a terrific psychological impact under tournament or match play pressures. The importance, effectiveness, and usefulness of this cook cannot be evaluated from the point of playing strength, as it gives white only an even game—no more, no less.

The argument for this cook, as well as for many others that I will reveal in subsequent reports, are all premised on the strategic or psychological considerations.

For one thing, the Bristol Cross opening has been so thoroughly thrashed in the last 25 years by the master minds ,that the probability of making a win with white by orthodox play is virtually nil. Hence, by playing this move, there is nothing to be lost, as it leads to a good sound game, plus most of the winning chances.

One of the most important strategic objectives in serious match or tournament play is to wear down your opponent faster than he wears you down! Keep the pressure on him; to upset him by the element of surprise; to keep him in a tense state of mind; to make him sweat in every game possible, by keeping the play on territory familiar to you and strange to him.

The cook at A serves that purpose. It is not the least important whether you win a game on a cook or not. When playing a formidable adversary, weaken him first by constantly taxing his faculties with **new play.** This is certain to weaken his morale and resistance, and will soften him up for the ultimate kill.

The most important thing to be kept in mind by the player who springs a cook, is that he must be a **complete** master of it; he must be so completely familiar with it and he must know all the possibilities in it so well that he can take **full** advantage of any inferior play put forth by his opponent. When I was coaching Chamblee from 1943 to 1946, I used to show Chamblee my cooks. Then he would get them on in important games and foul them up, because he was not **fully prepared** to take advantage of his opponents' poor play. He **knew more** about the right play in the cook than he did about the wrong play! In a cook you must know **all** the wrong play, so that you can win with the cook when the opportunity presents itself! Otherwise all is lost.

Finally, and this is the most important of all, a cook must never be sprung in haste. **Wait** until the timekeeper calls time. Then, hesitatingly spring the new move, as a confused duffer might make a rash move! Never, never reveal by mannerisms, arrogance, or attitude that you have a cook on the board, or that you are familiar with the position before you. Let your opponent find it out (too late!) if he can, but if you're smart; if you are a good psychologist, your opponent will never know whether you're a genius or whether you made a stupid move! Play the dope and moron, and let others be the smart alecs! All of my past successes in using cooked play is due to one basic practice: my opponents have never yet been able to determine when I am in trouble, and when I am on territory familiar to me. I always play the role of the nit wit who makes a bad move and doesn't know any better! Keep your opponent gues-

sing. This will distract him far more than the cook. Be humble. Keep staring continually at the board with furrowed brow and occassionally shaking your head slightly as though to indicate you are in trouble, or that you consider your position hopeless. Whenever possible, lead your opponent to believe you are beat when you have him in prepared play. Read over all the foregoing advice several times, word for word, until you have mastered this approach to cooked play, and the cooks I reveal will do the rest, against Hellman, Tinsley, or anyone else.

B — Without a doubt, black's best move, but white has an equal game against anything. If 9-13, then 18-14, 13-22, 25-18, 8-11, 26-23, 6-9, etc., runs back into Note D. If 6-10 or 7-10, white gets a strong game by the 17-14 trade-off. If 9-14, 18-9, 5-14, 17-10, 6-24, 28-19, 8-11, now white can throw the play back into Trunk by 26-23, or he can hold back 26-23 and go 25-22, enticing 7-10, then 22-18 is strong.

C — This is the "key" preparatory move, inviting black to take the cross-country reduction by 9-14, this being the line of play white wants, as it leads to many losing positions for black. A close examination of the situation will show that 26-23 is white's only good waiting move, as 25-22 or 17-14 allows 9-13, and 17-13 is a practical loss by 11-15. But this 26-23 is 100 percent and will baffle the adversary. Give the adversary enough rope, and he will sooner or later hang himself!

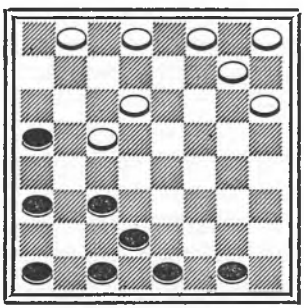
D — For play on 11-16, see Note F. Against 7-10 or 6-10, white has a cinch of it by the 17-14 trade. If 9-13, then 18-14, 13-22, 25-18, 6-9, 29-25, 1-6, 30-26 (equally good is 32-27, 11-16, 25-22, now 4-8 is bad by *22-17, but 7-10 gets through, then 14-7, 3-10, 18-15, 4-8, 28-24! 9-13, 22-18, now 8-11, 15-8, 10-14 draws, and so does 13-17, 21-7, 2-11, 18-14, 11-18, 14-10, 6-15, 19-10, *8-11, 23-14, 11-15), *12-16, 19-12, 11-15, 18-11, 9-27, 32-23, 7-16, 25-22, 6-10, 22-18, 5-9, 21-17, 4-8, 31-27, 9-13, 26-22, 8-11, 28-24, 2-6, 13-14, 11-15, 14-7, 3-10, 23-18, drawn — Wm. F. Ryan. Again at D, if 4-8, then 17-13 (best), 9-14, 18-9, 5-14, 25-22, 11-15-(E), 19-10, 6-15, 30-25, 15-19, 23-16, 12-19, 32-27, 7-11, 27-24, 20-27, 31-15, 11-18, 22-15, 2-6, 25-22, 6-9, ect., drawn.

E — (Off D) 7-10, 30-26, 11-15, 32-27, 15-24, 28-19, 8-11, 22-18, 1-5, 18-9, 5-14, 19-16, 12-19, 23-7, 2-11, 29-25, 3-8, 26-23, 10-15, 25-22, 11-16, 22-17, 6-10, 13-9, 15-19, 9-5, 19-26, 31-22, 16-19, 5-1, 8-11, 1-6, 11-15, 6-9, 14-18, 9-14, drawn — Wm. F. Ryan.

F — 11-16, 17-13! 7-10, 25-22, 4-8 (9-14, 18-9, 5-14, 29-25, 3-7, 22-17, 7-11, 25-22, 11-15, 30-26, 15-24, 28-19, 4-8, 22-18, does not work out well for black), 29-25, 8-11, 30-26, 10-14, 32-27, *3-8! (6-10, 13-6, 2-9, 19-15, 10-19, 22-17, 3-8, 17-10, 9-14, 18-9, 5-14, 10-6, 1-10, 27-24, white wins), 22-17, *11-15, 18-4, 14-18, 23-14, 16-32, 14-10, etc., drawn — Wm. F. Ryan.

G — The chances are ten to one that the cook incepted at A will produce this position. (Before 4-8. See diagram below) It is here that the fun begins, and the fun is all white's. If 20-24, white "waits" by 25-22, 4-8 (or 11-16, *29-25, now 4-8, 21-17, is Trunk, but 7-10, *21-17, 4-8, *30-26, 8-11, 22-18, 2-6, 25-22, 3-7, 17-13, 1-5, 22-17, 5-9, 32-27, white wins), *29-25, now 11-16, 21-17 is still Trunk, but 7-10 is still a herring by *21-17. The whole point of the cook is that black can never go 7-10 after this point in the play, without getting into a losing formation, but instead must take to the side of the board to draw. The position here marks the last point where 7-10 can be made (at G), viz: 7-10, *23-18, 11-16, 18-15, 16-23, 15-6, 1-10, 31-27, drawn, but white gets the best ending, with considerable chances to win. Should black go 11-16 at G, then white can get the trunk play by 29-25, or he can go 31-27! forcing 3-8 in reply, as 4-8 loses.

Point of No Return



Black to play

H — If 11-16, *31-27, white wins. If 7-10, the attack is relentless by *22-18, 20-24 (if 11-16, 31-27; if 2-6, 18-14, white should win), *21-17! 11-16 (if 2-6, 18-14, now I find nothing better than 24-28, 14-7, 3-10, 23-18! 10-15, 19-10, 6-22, 17-14, etc., white wins), *18-14 (if 18-15, 2-7 draws narrowly, and if 30-26, then 16-20, 29-25, 12-16 or 10-14, drawn), 3-7, 29-25, 8-11, 30-26, 24-28, *17-13, 10-17, 25-21, white is powerful.

I — Of course 7-10 is still no good by 30-26, 8-11, 22-18, 2-6, 25-22, etc. And if 16-20, white pulls the "fooler" by 23-18, and black dare not advance 8-11 or 7-11, because of the powerful trade-off by 18-15!

J — White has traps set all over the board. If 7-10, 14-7, 3-10, white applies the crusher by 22-17, 2-6, *25-22, 6-9, 17-13, 9-14 (1-6, *30-25, 16-20, *25-21, 11-16-(N), *22-17, 24-27, 31-24, 20-27, 23-18, 16-23, 17-14, 10-17, 21-5, 6-10, 5-1, 27-31, 32-28, white wins), 22-18, 1-5, 18-9, 5-14, 13-9, 16-20, 9-6, 24-27, 31-24, 20-27, 6-2, 27-31, 2-6,

11-15, 6-9, 15-24, 9-18, 31-26, 23-19, 26-31, 18-22, 10-14, 30-25, 24-27, 32-23, 31-27, 19-16, white wins — Wm. F. Ryan.

K — Or 7-11, 19-15, 11-16, 15-11, 16-19, 18-15, *24-28 (19-23, 15-10, 24-27, 22-17, white is strong), 30-26, 19-24 (20-24, 15-10, 2-6, 11-7, 6-15, 7-2, easily drawn), 15-10, *2-6, 26-23, 6-15, 23-19, 24-27, 19-10, 27-31, 22-17, drawn — Wm. F. Ryan.

L — Or 24-28, 22-17, 20-24, 17-13, 24-27, 32-23, 28-32, 14-10, 7-14, 18-9, 32-27, 25-22, 27-25, 30-21, 2-7, *19-15, 12-16, 15-11, 7-10, 9-6-(M), 10-14, 6-2, 14-18, *11-7, 3-10, 2-7, 10-15, 7-10, 16-19, 13-9, 18-22, 9-6, 1-5, 6-2, 15-18, 2-6, drawn! Ryan.

M — (Off L) When I was in Peoria, I told Mr. Beebe I had been over this ending, and that there was nothing to it, as white could break the bridge by pitching a piece and getting it back. But try as I did, I could not demonstrate the right pitch at the right time to Mr. Beebe, but I persisted that the pitch was "there". The play in Note L proves I was right. It also proves I did not know my lesson as well as I should have known it. Mr. Beebe will please note — Wm. F. Ryan.

N — Off J, parenthesis) 24-27, 31-24, 20-27, 23-18, 27-31, 22-17, 11-16, *17-14, 16-23, 14-5, 31-26, 18-14, white wins — Wm. F. Ryan.

EDITOR'S NOTE: The above essay on psychology in match and tournament play brought to mind an incident related by Mr. Edward Wylie of Vancouver, B. C. while he was in California meeting the writer for the Pacific Coast match title in 1960. Around the time of the 2nd N.C.A. tourney in 1939, Mr. Wylie and Mr. Ryan played a match. In the course of play in one of the games of this match in which Ryan had gotten himself into a hopeless position, Mr. Wylie happened to glance up at his opponent. To his amazement he noticed that Ryan's ears were moving up and down, in and out, in a fantastic manner, "like nothing I have ever seen before!" He became so fascinated with this muscular phenomenon that he allowed his train of thought to become broken and Ryan extricated himself and secured a draw! Since Mr. Ryan's essay on psychology in match play was written long after his successful match with Mr. Wylie, we are wondering why he failed to include this bit of advice in his instructions to Mr. Beebe. Was it because there was only one checker player in the world who could effect it?

OPENING NO. 128 12-16, 21-17, 16-19

12-16	8-11	7-10	3- 7-I	14-18	6-10
21-17	25-21	27-23-B	22-17	23-14	1- 6
16-19	6-10-A	4- 8-C-1	9-14-J	16-23	2- 9
24-15	17-13	23-19	18- 9	14- 9	13- 6
10-19	1- 6-A	15-24	5-14	10-15	L-7-11
23-16	29-25	28-19	30-25-K	9- 5	Drawn
11-20	10-15	8-12-E	*11-16	15-18	Wm. F.
22-18	25-22	32-28	26-23	5- 1	Ryan

Notes by Wm. F. Ryan

A — The modern defense, as played by Long, Hellman, Hunt and Banks. It is without doubt easier to handle than the older line by J. A. Kear. Improved play by William Subkow on the Kear line makes it problematical for black.

B — Departs from all published play, and is in my opinion superior to 26-23, as taken by Long, Hellman, Hunt and Banks. The text invites black to wander into any one of a number of losing positions, not easily detected until it is too late to make amends. Even if Hellman fails to fall on this innovation, the fact remains he will have to work his way to the draw, and this sums up to wearing him down and softening him up for a later innovation.

C — The only weak point in the cook at B is that black can also force a good draw by 9-14 here, as shown in Note D. However, to a good player, 9-14 appears too early, and it is not a move likely to be selected by Hellman. For 20-24 here, see Var. 1. At C, 3-8 is strong for white thus: 3-8-(D), 31-27, 8-12, 28-24, 12-16 (9-14, 18-9, 5-14, 23-18, 14-23, 26-19, 6-9, 13-6, 2-9, 21-17, *9-14, 17-13, 14-18, drawn), 21-17! 9-14, 18-9, 5-21, 22-17, etc., drawn — Wm. F. Ryan.

D — (Off C) 9-14, 18-9, 5-14, 22-18 (22-17, 23-19, and 31-27 all draw), 15-22, 26-17, *4-8, 30-25, (if 23-19, 11-15 draws; white can also draw by 23-18, 14-23, 17-14, etc.), 11-15, 25-22, 8-11, 31-27, 3-8, 28-24, 15-18, 22-15, 11-18, etc., drawn — Wm. F. Ryan.

E — Better than 20-24-(F), 32-28, *9-14, 18-9, 5-14, 26-23, 11-15, 22-17-(G), *8-11, 23-18, making the hard draw shown in Var. 1.

F — (Off E) 3-7 loses at once by 19-16, 8-12, 30-25, 12-19, 18-14, etc., while 9-14 at F is critical at best by 18-9, 5-14, 26-23, 11-15, 32-28, 15-24, 28-19, 3-7, 22-18, 14-17, 21-14, 10-17, 18-14, etc.

G — (Off E) There is nothing in 21-17-(H), 14-21, 23-18, 8-11, 18-14, 10-26, 19-1, 24-27! Drawn — Wm. F. Ryan.

H — (Off G) If 30-26, then 3-7, 22-18, 15-22, 26-17, *7-11, 19-16, 11-20, 28-19, 20-24, 19-16, 24-27, 31-24, 14-18, etc., drawn — Wm. F. Ryan.

I — Not 20-24, 22-17, 3-7, 17-14, 10-17, 21-14, as in Var. 1, Note G.

J — Avoiding the very thin draw by 11-15, 18-11, 7-23, 26-19, *2-7, 30-26, *7-11, 17-14, 10-17, 21-14, 9-18, 19-16, 12-19, 26-23, 19-26, 31-8, *5-9, 8-3, 9-14, 3-7, *14-18, 7-2, 6-10, 2-7, 10-15, 7-10, 15-19, 13-9, 18-22, drawn — Wm. F. Ryan.

K — Or 26-23, *20-24, 30-26, 11-15, *23-18! 14-30, 17-14, 10-17, *19-3, drawn! — Wm. F. Ryan.

L — A draw what am! One advantage of the cook at B is that this position may be reached from two other three-move openings. The 12-16, 21-17, 16-19 three-mover is really an old two-move trunk line, and it is so well known and thrashed out that it is impossible to develop a really formidable innovation. But any innovation is better than none, and makes the opposition work to keep the play sound. The 27-23 move at B is typical of the innovations I have developed on those three-movers where general positional innovations or major departures are practically exhausted. The idea is to keep Hellman guessing and working! He's bound to miss the bus sooner or later! — Wm. F. Ryan.

VARIATION 1

20-24-A	2-3- 7-B-C	5-14	7-11	11-18	10-19
28-19	32-28	22-17	22-18!	28-19	17- 1
15-24	*9-14-G	11-15	15-22	18-23	*22-25
23-19	18- 9	26-22-I	19-15	19-15	J-21-17

Black draws with care — Wm. F. Ryan

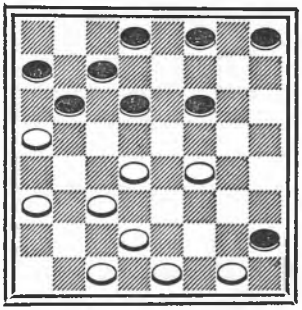
A — Unsatisfactory — Ryan. EDITOR'S NOTE: We believe the term "most satisfactry" may be applied to all the moves starred in this work. This is something short of the use of stars to indicate "the only move to draw or to win" as they are sometimes used in other works. There is plainly a need of two symbols to indicate (a) the most satisfactory move, and (b) the only move.

B — 9-14 loses here. See Var. 2.

C — If 3-8-(D), then 32-28, 11-15 (loses, but 9-14, 18-9, 5-14, 26-23, 11-15, 22-17, 8-11, 23-18, etc. is similar to Var. 1 and may draw), 18-11, 8-15, 22-18, 15-22, 26-17, 4-8, 19-16, white wins — Wm. F. Ryan.

D — 24-28 forms diagram below, and a pretty white win as under:

White to play and win



*22-17	2- 9	30-14
3- 7-E	*31-27	4- 8
*17-14!	10-17	27-24
10-17	*18-14	8-12
21-14	9-18	24-20
6-10	26-22	White
13- 6	18-25	wins.

A neat coup — Wm. F. Ryan

E — (Off D) 9-14, 18-9, 5-14, 26-23, 4-8-(F), 30-26, 8-12, 26-22, 11-15, 32-27, white wins — Wm. F. Ryan.

F — (Off E) If 11-15, 30-26, white wins.

G — This does not look promising in view of what follows, but it is apparently the only good out. If 4-8, then 22-17, 8-12, 17-14, 10-17, 21-14, 6-10, 13-6, 2-9, 26-23, 10-17, 19-15, 11-16, 28-19, 17-22 (16-20, 19-16, white wins), 15-11, 7-10, 11-7, 10-14, 7-2, 14-17, 2-7, 9-13, 7-11, 16-20, 11-15, 20-24-(H), 18-14, 22-26, 31-22, 17-26, 19-16, 12-19, 23-16, 26-31, 15-18, 13-17, 14-10, etc., white is strong, but black having the move can get the drawing version of "Bowen's Twins". It will be noted that many of my cooks wind up in the "Bowen's Twins" draw. I'm grooming myself on that ending so that I can get the most out of that ending with the attacking side, just in case it comes up — Wm. F. Ryan.

H — (Off G) Or 22-26, 31-22, 17-26, 19-16, 12-19, 23-16, 26-31, 18-14, 31-27, 15-18 gets the same play.

I — Threatening 22-18.

J — EDITOR'S NOTE: This is indeed a powerful ending! At this point we prefer 13-9 (instead of Ryan's 21-17), 4-8 (if 25-29, play 1-6), 1-6, 8-11? 6-10, 19-24, 9-5, 23-27, 5-1, 27-32, 1-5, 11-16, 5-9, 16-20, 9-14, 24-27? 31-24, 20-27, 14-18, 27-31, 21-17, 25-29, 17-14, 31-27, 14-9, 27-24, 10-15, 24-27 (white blocks any black attempt to get around to support the piece on 2), 15-19, 27-31, 18-22, 31-27, 9-5, 2-6? 5-1, 6-9, 1-6, 9-13, 6-10, and white crowns the other single piece to a long ending. With skillful play white should win.

VARIATION 2 (Off Var. 1)

9-14	15-24	14-18	15-19	4- 8	18-22
18- 9	26-22	23-14	7-11	*16-19-J	17-14
5-14	6- 9	10-26	19-23	30-25	22-26
26-23	13- 6	31-22	11-15-B	*22-17	14-10
11-15	2- 9	7-11	23-26	25-22	27-24
22-17-A	17-13	6- 2	15-19	*17-13	32-23
24-28	3- 7	11-15	26-30-C	22-18-L	28-32
30-26	13- 6	2- 7	19-16-D	21-17	10- 7

White wins

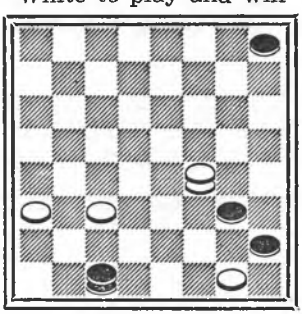
A — Threatening 23-18.

B — 11-16 also wins here. Continue: 11-16, 23-26, 22-18 (16-19 runs into Var. 2 play), 4-8, 18-15, 26-31, 16-19, 31-26, 15-10, 8-12, 10-7, 26-22, 7-3, 24-27, 32-23, 28-32, 19-24, white wins — Editor.

C — Forms diagram below, Figure One.

FIGURE ONE

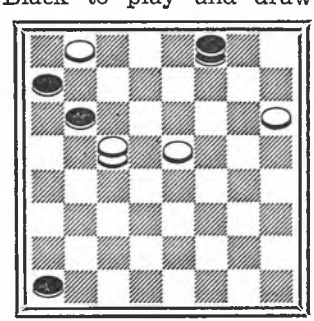
White to play and win



D — Ryan gave 22-18 here, but it was an oversight to mar an otherwise beautiful white win. 22-17 may also win at this point, but after Ryan's 22-18 we have the position diagrammed below in Figure Two with play showing the draw that was missed.

FIGURE TWO

Black to play and draw



*30-26-E	*27-23	17-13
18-14	21-17-H	9- 5
*24-27	26-22	8-12
32-23	17-13	10- 6
28-32	*22-17	13-17
23-18	15-10	Drawn
*32-27-F	*4- 8	L. L.
19-15-G	13- 9-I	Hall.

E — (Off D) Mr. Ryan gave 30-25, 18-15 to a white win. He may have thought 30-26 was the same thing, or he may have considered that Note F was forced — Editor.

F — (Off D) This *32-27 star move may have been the point overlooked by Mr. Ryan, as the following would lose for black: 26-22, 19-15, 32-27, 14-9, 27-23, 18-14, 23-18, 15-10, 22-17 (4-8, 10-7, 22-17, *7-3, white wins), *9-5! 18-9, 21-14, 9-18, 5-1, 4-8, 10-7, 18-23, 1-6, 23-19, 6-10, 19-16, 10-15, 8-12, 7-10, 16-20, 15-19, 20-16, 19-24, 16-20, 24-27, white wins — a variation of First Position — L. L. Hall.

G — (Off D) 21-17, *27-23 (26-22 loses by 19-23, 22-13, 23-32, 13-17, 14-10, 17-22, *18-15, 22-18, *15-11, 18-15, *10-7, 15-8, *7-3, 8-12, 32-27, 4-8, 27-23, 8-11, 23-19, white wins), 19-15, 26-22, 17-13, 22-17, drawn same as Note D.

H — (Off D) 15-11, 23-19, drawn.

I — (Off D) 18-15, 23-18, 15-11, 8-15, 10-19, 17-10, drawn.

J — 22-18-(K), 30-26, 16-19, 26-22, 18-15, 22-18, 15-10, 18-15, 10-7, 15-11, 7-3, 8-12, 21-17, 11-16, 19-15, 16-19, 15-18, 12-16, 18-22, 19-23, 3-7, 24-27, 7-11, 16-20, 11-16, 27-31, 22-25, 31-26, 25-30, 26-22, 17-13, 20-24, drawn — L. L. Hall.

K — (Off J) 22-17, 30-26, 16-19, 24-27, 32-23, 28-32, 17-14, 32-27, 23-18, 27-23, 19-15 (19-16, 8-12, 16-11, 23-19, drawn), *8-12, 21-17, 26-22, 17-13, 12-16, 13-9, 16-20, 9-5, 23-19, drawn — L. L. Hall.

L — 22-26, 13-9, 24-27, 32-23, 28-32, 23-18, 32-27, 18-14, white wins — L. L. Hall.

PART THREE

WARREN'S CORRECTIONS AND IMPROVEMENTS of RYAN'S MODERN ENCYCLOPEDIA OF CHECKERS

SECOND EDITION

Revised, refined and expanded

by

L. L. HALL

Assisted by

HARRY S. GOULD and ROBERT MARTIN

Notes by

HERB RICHTER

FOREWORD TO PART THREE

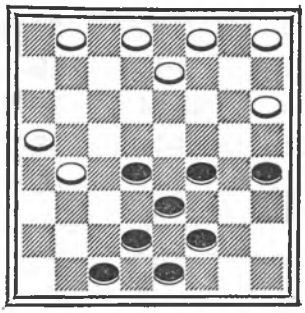
On first thought, it may seem out of place that a work such as Warren's Corrections of Ryan's Modern Encyclopedia should be given in the same book as "Big League Checkers" by the late Wm. F. Ryan. It is quite evident that this section of the book, as good as it is, is only a meger supplement to the great work that Wm. F. Ryan began. For one thing, this is included here only as such a supplement. For another thing, quite a few of the "corrections" appearing in Warren's work which were taken from published play have turned out not to be true corrections at all. In this respect this revised work can serve as a vindication of Ryan's analysis. Where the corrections are bonified (and many are by Ryan, himself, from his American Checkerist), it is no discredit to the memory of the great Wm. F. Ryan to point out errors in his book. No master, however great, has escaped being corrected. When it is considered that Ryan broke into a virgin field when he published his famous three-move work, the scope of which field was so vast that the fringes even to this day are still unexplored, it should be no surprise if errors have been found. Had Ryan not laid the foundations, there could have been no refinement of his play.

With regard to the late Frank Warren's work here gathered, enlarged and refined, we do not wish to give the impression that the foregoing is intended to belittle his efforts to serve the interest of the game. Mr. Warren also served to advance three-move in his own way, and a praiseworthy undertaking was ably carried out by him. We have not attempted in this work to give all the corrections which have been published of Ryan's Second Edition Modern Encyclopedia. Such indeed would have been too great a task even had space permitted. Nor do we claim that there has been a perfect refinement given here. We have done our best in the time at our disposal to give the reader the basis for further search, and we hope enough play to serve his pleasure if not his instruction — L. L. Hall.

OPENING NO. 4 9-13, 22-18, 6-9

9-13	1- 6	8-24	8-11	5-14	12-19
22-18	24-19-2	28-19	22-18	24-20	23-16
6- 9	11-15	4- 8	9-14	11-15	Fomrs
25-22-1	18-11	27-24-A	18- 9	19-16	Fig. 1

FIGURE 1



Black to play

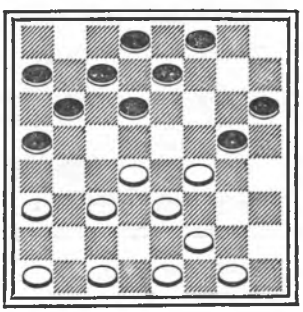
Continue from Figure 1

7-11-B	15-18	6- 9
16- 7	23-19	31-26
2-11	8-12	White
26-23	25-22	wins
3- 8-C	18-25	Basil
30-25	29-22	Case

Hall's Three-Move Manuscript

A — 23-18, 8-11, 26-23, 11-16 forms Figure 2 below

FIGURE 2



White to play

Continue from Figure 2

30-26-D	23-14	28-24
7-11	9-25	13-17
32-28	29-22	11- 7
*16-20	2- 7	17-22
19-15	27-23	24-19
10-19	7-10	22-26
23- 7	15-11	19-12
3-10	6- 9	26-30
26-23	31-27	18-15
10-14-E	10-14	30-26
18-15	22-18	Drawn
*14-18	*12-16	Hall Carr

B — This move was given to draw in Ryan's MEC, p. 17, Note I at 10th move.

C — Herb Richter in his notes to Warren's Corrections gives *6-9 at this point to draw, crediting the play to Ivan L. Stewart, but no further play.

D — (Off A) Varies from Ryan's MEC, p. 16, Note C at 5th

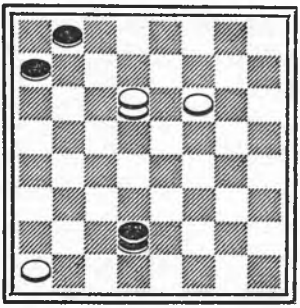
move, where 31-26 is played to a draw. This is a strong move and was adopted by Bernstein against Tinsley in the 1946 Newark tourney.

E — To here the play is Tinsley vs. Bernstein, balance by Hall Carr.

VARIATION 1

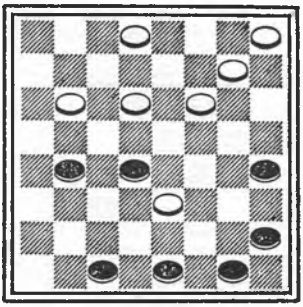
18-14	7-11	26-22-3	3-10	7- 2	20-27
10-17	30-26	8-12	22-17	14-18	19-16
21-14	15-18	14-10-4	13-22	23-14	27-31
9-18	22-15	12-16	25-11	9-18	16-11
23-14	11-18	27-23	16-20	2- 7	31-26
12-16	20-11	18-27	24-19	18-23	Forms
26-22	8-15	32-23-A	10-14	7-10	Fig. 3
11-15	28-24	2- 6	11- 7	23-27	
24-20	4- 8	10- 7	6- 9	31-24	

FIGURE 3



White to play

FIGURE 4



Black to play

Continue from Figure 3, end of Var. 1

29-25-B	26-30	30-26	26-23	1- 5	9-13
5- 9	25-21	7- 2	2- 7	10-15	7-10
11- 7	White wins — American Checkerist Game No. 122				

White wins — American Checkerist Game No. 122

A — Forms Figure 4. The following restores the draw and corrects MEC, p. 15, Note G at 16th move, where 2-6 was played, which

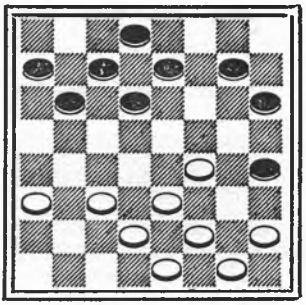
loses and runs into Figure 3: continue Fig. 4: 15-19, 24-15, 2-7, 25-21, 7-14, 15-10, *5-9, 31-27, 3-8, 10-7, 8-11, 7-3, 11-15, 3-8, drawn — American Checkerist Game No. 122.

B — Corrects MEC, p. 15, Note G at 41st move, where 11-7 is given allowing a draw. The draw is restored to this line in Note A.

VARIATION 2

FIGURE 5

80-25	25-11	25-22
11-15-5	7-16	3- 7
18-11	29-25	Forms
8-15	16-20	Fig. 5
22-17	24-19	
13-22	4- 8	



White to play

Continue from Figure 5

22-17-A-6	27-20	19-16	17-14	14-10	3- 7
9-13	8-11	12-19	2- 9	17-22	White
23-18	20-16	27-24	28-24	10- 7	wins.
13-22	11-20	20-27	7-11	22-26	W.C.P.
26-17	32-27	31- 6	24-19	7- 3	Game
20-24-B	6- 9	9-13	13-17	26-31	1175

Theodore Bullockus, Sr.

A — Corrects MEC, p. 6, Note N, 2nd line at 4th move, where 19-16 is played allowing a draw, as shown in Var. 6.

B — 6-9, 17-13, 10-14, 13-6, 14-23, 27-18, 2-9, 31-27, 7-10-(C), 18-15, 10-14, 15-10, 14-18, 10-7, 18-22-(D), 7-3, 22-26, 19-16, white wins.

C — (Off B) 8-11, 19-15, 11-16, 21-17, 9-13-(E), 17-14, 16-19, 15-10, white wins.

D — (Off B) 8-11, 7-2, white wins.

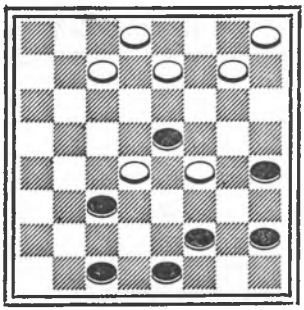
E — (Off C) 16-19, 17-13, white wins.

VARIATION 3 (Off Var. 1)

FIGURE 6

32-28	19-15-A	26-22
8-11	11-16-B	14-17
24-19	14-10	22-15
15-24	6- 9	17-21
28-19	15-11	25-22
1- 6	9-14	21-25

Drawn — A.C. Game 122



Black to play

A — Forms Figure 6.

B — Draws and corrects MEC, p. 15, Note M at last move, where 13-17 is given to draw. 13-17 loses as follows:

13-17	12-16	17-22	13-17-D	16-20	24-27
15- 8	*29-25	26-17	*27-23	24-19	16-11
3-12	6- 9	9-13	18-27	20-24	27-31
*25-21-C	14-10	17-14	31-24	19-16	E-10- 7

White wins — Herman Greenberg, A.C. Game 122, Note B

C — (Off B) Corrects MEC.

D — (Off B) 16-20, *10-7, 2-11, 14-10, 5-9, 10-7, 9-14, 7-3, 13-17, 3-7, 17-22, 7-16, 22-29, *31-26, 29-25, 26-22, white wins — A. C. Game 122, Note B.

E — (Off B) Or 11-8, White wins — Herman Greenberg.

VARIATION 4 (Off Var. 1)

24-20	10- 7	32-23	7- 3	16-12	3- 8
2- 6	3-10	15-19	24-28	28-24	9-13
14-10-A	27-23	23-16	3- 7	12- 8	8-11
*5- 9	18-27	12-19	28-32	24-19	23-18
22-17	25-11	11- 7	20-16-B	8- 3	Drawn
13-22	10-15	19-24	32-28	19-23	with

A. C. Game 122, Note C care

A — MEC, p. 15, Note N at 3rd move plays 22-17 at this point.

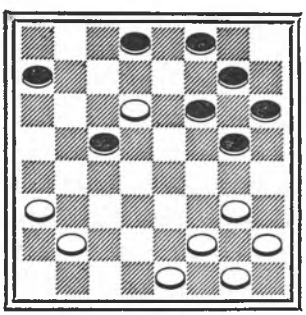
B — Stronger than 7-11, 32-28, 11-15, 28-24, 20-16, 9-14, etc., drawn — A. C. Game 122, Note C.

VARIATION 5 (Off Var.2)

11-16-A	21-14	8-11	14-10	13-22	29-25
18-14-B	9-18	25-21	7-14	26-10	4- 8
10-17	23-14	6- 9	22-17	9-14	

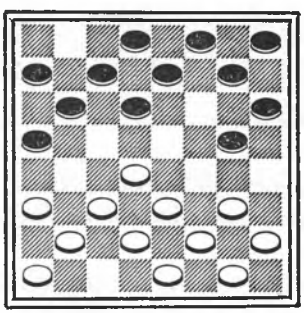
Forms Figure 7 below

FIGURE 7



White to play

FIGURE 8



White to play

Continue from Figure 7

31-26-C	24-20-F	23- 5	10-14-I	22-13	6- 2
11-15	2- 9	16-23	24-27	31-27	*11-15!
25-22	27-24	G-5- 1-H	32-28	13- 9	2- 7
8-11-D	3- 8	12-16	27-31	27-24	23-27
26-23-E	24-19	1- 6	28-24	9- 6	J-21-17
*5- 9	15-24	16-19	*8-12	24-15	15-18
10- 6	28-19	6-10	24-19	14-10	Drawn
9-13	14-18	19-24	*13-17!	15-19	

Victor Davis — Checker Chatter Game 837

A — Forms Figure 8.

B — MEC, p. 17, Var. 10 at 2nd move features 18-14 and 18-15 here. The following variation by Wm. Subkow was submitted by

Herb Richter and is E.C.B. Game 4178, Note C, Sept. 10, 1945. Continue from Figure 8:

24-20	14-18	25-11	6-10	16- 7	10- 3
16-19	26-23	9-14	14- 7	22-18	28-24
23-16	19-26	24-15	3-19	7- 3	3- 7
12-19	31-22	14-17	27-24	18-15	12- 8
18-15	10-19	29-25	19-23	20-16	Drawn
7-11	22-15	17-21	24-19	15-10	Wm.
27-24	5- 9	25-22	30-26	16-11	Subkow
11-18	15-11	21-25	19-16	23-27	
22-15	8-15	22-17	26-22	11- 7	
9-14	21-17	25-30	11- 7	4- 8	
32-27	13-22	17-14	2-11	3-12	

C — (Off Var. 5 under Figure 7) A strong move and superior to 24-20 as taken in MEC, p. 20, Note R, 5th line at 9th move.

D — 15-19 loses as follows: 24-15, 14-18, 22-17, 18-22, *26-23 (28-24 appears to draw), 22-25, *23-18, 16-20 (25-30, 17-13, 30-26, 10-6, 2-9, 13-6, 3-7, 26-31, 27-24, 16-20, 18-14, white wins), 17-13, 2-7, 10-6, 7-10, 6-2, 10-19, 18-15, 25-30 (12-16, 2-6, 3-7, 6-2, 7-11, 15-10, etc., white wins), 15-10, 30-26, 2-6, 12-16, 10-7, 3-10, 6-24, 26-31, 21-17, 8-11, 17-14, 11-15, 24-19, white wins — Jeff Clayton.

E — I have tried other moves here, but there is nothing better — Clayton.

F — 23-19 is no good either — Clayton.

G — 22-18, 23-26, 5-1, 26-31, 1-6, 31-26, 6-10 (18-14, 11-15 will draw), 26-23, 18-14, 23-18, 14-9, 18-14, drawn.

H — This move forms Problem No. 1, p. 209 of Checker Chatter, Oct.-Nov., 1951 by Victor Davis with terms: Black to move and draw.

I — 32-28, 8-12, 28-19, 11-15, drawn — A. J. Mantell.

J — Not 7-11, 12-16, 11-18, 19-23! Black wins.

VARIATION 6 (Off Var. 2)

19-16-A	7-11	22-18	14-18	3- 7	18-23
12-19	16- 7	6-10	16-12	25-30	Drawn
23-16	2-11	18- 9	18-22	7- 2-G	W.C.P.
8-12	26-23-B-C	5-14	12- 8	15-18	Game
27-23	9-13	23-19	10-14	2- 6	1175
12-19	32-27-D	11-15	8- 3	30-25	Note
23-16	10-14	19-16	22-25	6- 9	D.

Theodore Bullockus, Sr.

A — Given in MEC, p. 6, Note N, 2nd line at 4th move and left as a white win, with no continuation. Mr. Bullockus' play corrects the position to a draw.

B — 22-17, 9-13, 26-22, 11-15, 28-24, 20-27, 32-23, 5-9, 23-18, 15-19, 31-26, 10-15, 18-11, 6-10, drawn.

C — 32-27, 11-15, 27-23, *20-24 (if 9-14, 22-18, white wins), 28-19, 15-24, 23-19, 9-14, 22-17, 14-18, 19-16, 10-15, 16-11, 15-19, 11-7, 6-9, 7-2, 18-23, 26-22, 9-13, 17-14, 23-26, drawn.

D — 31-27, 6-9, 22-18, (if 28-24, 11-15, drawn), *10-15-(E), 18-14, 9-18, 23-14, *13-17, 14-10, 17-22, 10-7, 11-16, 7-3, 15-19, 3-7, 22-26, 21-17, 5-9, 17-13, 9-14, 13-9-(F), 26-31, 7-11, 31-24, 11-15, 14-17, 9-6, 17-21, 6-2, 21-25, 2-6, 25-30, 6-9, 30-26, and now 9-13 draws, but 9-14 loses by 19-23.

E — (Off D) If 9-14, 18-9, 5-14, 23-19, 11-15 (13-17 loses also), 27-24, white wins.

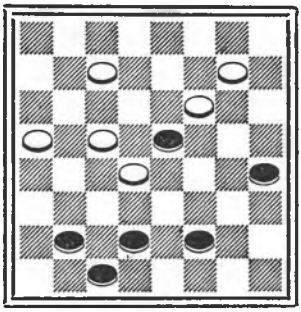
F — (Off D) 7-11, 26-31, 27-24, 20-27, 11-20, 19-23, 20-24, 14-17, 13-9, 17-22, drawn.

G — 7-11, 15-18, 11-15, 30-26, 31-22, 18-25, 27-23, 25-30, drawn.

OPENING NO. 10 9-13, 23-18, 10-15

9-13	1- 6	8-12	13-17	9-18	19-26
23-18	24-20	23-16	21-14	32-27	31-22
10-15-A	15-19	12-19	10-17	4- 8	9-13
26-23-1	23-16	18-15	25-21	29-25	28-24
6-10	12-19	11-18	6- 9	5- 9	2- 6
30-26	27-23	22-15	21-14	26-23	24-19

Forms diagram below



Black to play

7-11-B	16- 7	*8-12	27-23	27-31	15-10
19-16-2	3-19	D-25-22-C	24-27	23-19	26-22
6- 9	22-15	19-24	22-18	31-26	19-15

and 22-17, black wins — J. Hudson, WCP Game 848

A — This opening was given in Ryan's MEC under 10-15, 23-18, 9-13, but it should have been listed as given here, under the 9-13's. Warren also gave the opening in his corrections in improper order.

B — Corrects MEC, p. 174, Var. 5 at 5th move of column 4, where 7-10 is played to a draw.

C — 15-10, *13-17, 10-6, 9-14, 6-1, 14-18, black wins — J. Hudson.

D — 20-16, *9-14, 15-10, 14-18, 16-11, 12-16, black wins — J. Hudson.

VARIATION 1

27-23	1-10	21-17?	29-25	23-18	14- 9
6- 9-A	7-32	23-26-B	9-14	28-19	27-23
32-27	24-20	30-23	18- 9	10- 7	9- 6
1- 6	16-19	7-10	5-14	19-23	White
23-19	22-18	25-21	28-24-C	18-14	should
11-16	3- 7	8-11	10-15	23-32	win.
19- 1	26-22	31-27	17-10	7- 3	H. A.
2- 6	19-23	12-16	32-28	32-27	Andrews

American Checkerist, Vol. 3, p. 147

A — Only 6-10 is given in MEC, p. 169, Trunk at 5th move. Mr.

Warren in his corrections gave this play only as supplementary, but did not note the win by 28-24 at C, although he gave reference to A.C., p. 147.

B — 23-27 (if 7-11, *31-27, white wins), 31-24, 32-27 may offer better chances for a draw — Editor.

C — Seems to correct John B. Stiles in A.C. Game 105, Vol. 5, p. 125, where 23-18 was played to a draw. Mr. Andrews continues from this point.

VARIATION 2

27-24-A	8-12	22-15	6-15	3- 7	17-21
3- 7-B	15- 8	7-11	8- 3	13-17	Black
19-16	12-28	15-10	*15-18	7-16	wins.

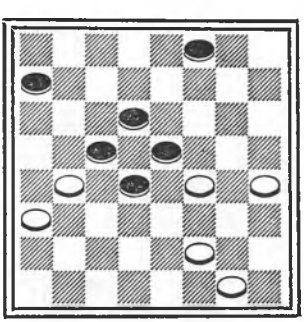
A — Mr. Hudson did not show this move in WCP Game 848. It also loses.

B — Or 18-23, 15-10, 6-15, 19-10, *11-15, etc., black wins.

OPENING NO. 33 9-14, 22-18, 11-16

9-14	24-15	2- 6	25-22-A	8-11	23-19
22-18	10-19	24-15	11-15	28-24	11-15
11-16	23-16	10-19	31-27	6-10	Forms
18- 9	12-19	17-10	4- 8	24-20-B	Fig. 9
5-14	22-17	7-14	26-23	1- 5	
25-22	6-10	29-25	19-26	22-17	
16-19	27-24	8-11	30-23	15-18	

FIGURE 9



White to play

Continue from Figure 9

27-24-C	18-22-E
18-23	16-11
19-16	14-18-F
15-18	White
32-28-D	wins.

James E. Smith

A — Forms Figure 10.

B — Forms Figure 11.

C — Claimed in Warren's Corrections to correct p. 103, Var. 3, MEC at 15th move where 19-16 was played allowing black to draw. However Notes F and G seem to indicate a sound draw as pointed out by Herb Richter.

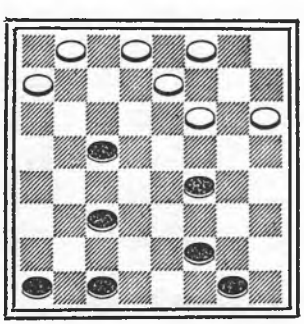
D — 16-11, 23-27, 32-23, 18-27, 11-7, 27-32, 24-19, 32-27, 7-2, 27-24 (corrects Smith's play where 5-9 is given and white wins), 19-16, 14-18, 2-6, 10-15, etc., drawn — Editor.

E — 23-27, 16-11, 18-23, 11-7, 5-9, 17-13, 10-15, 13-6, 3-10, 6-2, 23-26, 2-6, white wins — James E. Smith.

F — 22-26, 11-7, 26-31, 7-2, 31-26, 17-13, 10-15 — Wm. Subkow, ECB Game 4310. Continue: 2-6, 14-18, 6-10, 26-31, 10-26, 31-22, 24-19, 18-23, 19-15, 22-18, 15-10, 18-15, 10-6, 15-10, 6-2, 23-27, 28-24, 10-15-(G), 20-16, 27-32, 2-6, 32-27, 24-20, 27-23, 21-17, 23-18, 16-12, 18-22, 17-14, 22-17, 14-10, 15-11, 6-1, 17-14, 10-6, 14-9, 6-2, 11-15, 13-6, 15-11, is a two piece down draw good enough for anybody — Editor.

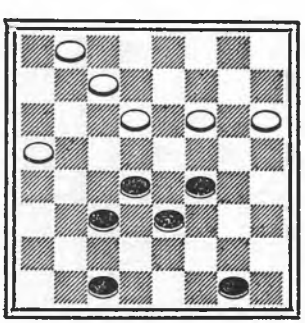
G — (Off F) Rerb Richter showed play at this point between Bernstein and Smith in ECB Game 4413, Note C, to a man-down draw by 27-32, 24-19, 32-27, 2-7, 10-6, 7-11, 27-24, 11-15, etc. The play seems less conclusive than the play in Note D as the draw after 11-15 is not too obvious by either 6-2 or 6-1, but possibly may be effected by 24-27 — Editor.

FIGURE 10
(Off Trunk at A)



Black to play

FIGURE 11
(Off Trunk at B)



Black to play

Continue from Figure 10			Continue from Figure 11		
4- 8-H	30-23	1- 5	*1- 6-I	22-26	22-18
31-27	7-10	27-24	22-17	12- 8	21-17
3- 7	28-24	10-15	15-18	26-30	14-21
26-23	6- 9	22-17	23-19	8- 3-J	20-16
19-26	24-20	Drawn	18-22	30-26	11-27
Edwin F. Hunt-Jas. E. Smith			19-16	27-24	K-32-14
			3- 7	26-22	Drawn
			16-12	17-13	

H — Suggested by James E. Smith to correct MEC, p. 99, Trunk at 23rd move where 11-15 was played. Warren's Corrections stated that 11-15 loses, but play in Note F off Trunk may restore the draw — Herb Richter.

I — (Off Figure 11) The accepted defense and has been used by the masters. The star indicates preference since 1-5 may also draw. This 1-5 was used before the 1-6 draw was discovered by Chauncey Lemen and Jeff Clayton as shown in early editions of California Checker Chatter.

J — (Off Figure 11) 27-24, 30-26, 24-19, 26-22, 17-13, 22-18, 19-16, *18-22, 8-3, 22-18, 32-27, 6-9, 13-6, 14-17, 21-14, 18-2, 27-24, 11-15, 16-12, 15-18, 12-8, 18-23, 8-4, 23-27, 4-8, 27-32, 20-16, 32-27, 24-20, 27-23, drawn — Chauncey Lemen and Jeff Clayton.

K — (Off Figure 11) As played between H. D. Robertson vs. Walter Hellman, in the 11th A.C. Tourney — Herb Richter.

OPENING NO. 46 10-14, 22-17, 14-18

10-14	12-16	6-15	22-25!	*3- 7	10-14
22-17	17-14	13- 6	29-22	16-12-G	26-23
14-18	1- 5	2- 9	14-18	14-17	15-18
23-14	22-17	17-13	22- 8	21-14	7-10
9-18	8-11	9-14	5-14-D	10-17	18-22
17-13	25-21	13- 9	30-26	12- 8	23-19
5- 9	18-23-A	16-20-B	4-11	7-10	22-26
21-17	27-18	24-19-C	31-27	8- 3	19-16
11-15	15-22	15-24	7-10-E	10-15	26-31
26-22	14-10	28-19	19-16	3- 7	Drawn

A — 7-10 is now the more favored defense.

B — Given as a loss in Ryan's Modern Encyclopedia, second edition, Note G, page 115.

C — In view of Mr. Subkow's correction, perhaps 30-26 would be better. Continue: 30-26, 20-27, 26-10, 5-14, (7-14, 32-23, 11-16?, 9-6, 15-18, 31-27, 18-22, 6-2, 26-22, 2-6, 26-30, 6-9, 30-26, 9-18, 26-19, 27-24, White wins), 32-23, and White has fine ending — L. L. Hall.

D — The position after this move is diagrammed on page 115 of Ryan's Modern Encyclopedia.

E — 3-8, 26-22, 7-10, *27-23, 20-24, 22-18, 24-27, 18-9, 27-31, 9-6, 31-27, 23-18, 27-24, (27-23, 6-2, 23-14, 2-7, 11-15, 32-28, 15-24, 28-19, White wins), 19-16, 11-20, 6-2, 8-11, 2-6, 10-15, 32-28, White wins — L. L. Hall.

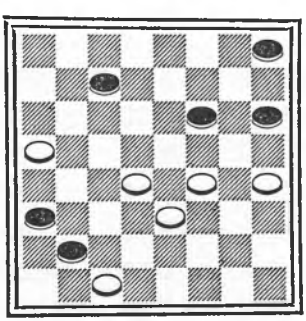
F — Mr. Subkow's correction of Ryan who gave 11-15 to a White win in Note G, page 115, Ryan's Modern Ency.

G — 26-22, 11-15, 22-17, 15-19, 16-12, 14-18, 12-8, 10-15 (18-22 also draws), 8-3, 7-11, 3-7, 19-24, 7-16, 24-31, 16-11, 31-26, drawn — Ray Cast.

OPENING NO. 58 10-14, 24-20, 7-10

10-14	25-22	8-15	16- 7	5- 9	25-22
24-20	3- 7	20-16	2-11	29-25	14-17
7-10	24-19	14-17	23-18	9-14	22-18
27-24-1	1- 5-7	21-14	13-17	31-27	17-22
9-13	28-24	9-27	22-13	14-21	24-20
22-18	11-15	32-23	15-22	27-23	22-25
5- 9	18-11	7-11	26-17	10-14	Forms Fig. 12

FIGURE 12



White to play

Continue from Figure 12

30-26-A	19-16
25-30	White
18-14	wins.
21-25	

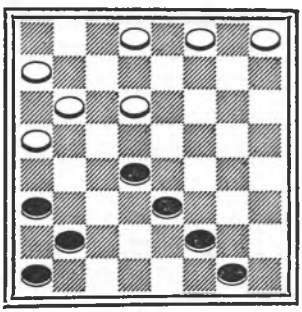
A — Corrects MEC, p. 210, Note M, 7th. line below diagram,

where 18-14, is played at this point to a drawn conclusion. Since Ryan in his Note H in his Modern Ency., p. 208 states that Walter Hellman claimed the position to lose, this correction is likely Hellman's although Warren's Corrections gave no credit for the play but goes on to say, "The effect of this is to liquidate pages 209, 210 and most of 208 of MEC, throwing in the doubtful column Note B, p. 208. If there is a draw after 9-13, in Note B, it is via Note G. This whole opening is in a most unsettled condition."

VARIATION 1

22-18	28-24-3	27-11	25-11	2-11	32-28
9-13-2	11-15-5	8-15	3- 8	26-23	Forms
18- 9	23-18-6	21-17	11- 7	11-15	Fig. 13
5-14	14-23	13-22			

FIGURE 13



Black to play

Continue from Figure 13

15-19-A	20-16
23-16	8-12
12-19	Drawn
24-15	A. C.
10-19	Game
	108

A — Corrects MEC, p. 206, Note B, 4th. line where 8-11 is given to draw. 8-11 loses as follows: 8-11, 30-26, 6-9, 24-19, 15-24, 28-19, 11-15, 19-16, 12-19, 23-16, 9-14, 16-11, 15-19, 11-7, 10-15, *20-16-(B), White wins.

B — (Off A) Correcting MEC, p. 206, Note D, 2nd. line, where 7-2 was played to a draw.

VARIATION 2 (Off Var. 1)

11-16-A	24-19-C	*1- 5-F	18- 9	7-11	20-16
20-11	9-13	32-28-G	5-14	19-16	15-19
8-22	18- 9	6- 9	30-25	12-19	31-27
25-18	5-14	22-18	11-15	23- 7	19-24
4- 8	29-25	13-17	24-20	2-11	27-20
28-24	3- 7-E	27-24	15-24	25-22	10-15
8-11	25-22	9-13	28-19	11-15	16-11

and 14-18,, drawn — Wm. F. Ryan

A — This supplementary play as well as that in Variation 3 and 4 was suppied by Herb Richter in his notes on Warren's original Corrections of Ryan's Modern Ency. This and following notes were also submitted by Mr. Richter:

10-15, 28-24, 15-22, 26-10, 6-15, 23-19, 15-18, 21-17, 18-22, 25-18, 11-16, 20-11, 8-22, 24-20, 3-7, 19-15, 7-11 (4-8 and 7-10 lose), 15-8, 4-11, 27-23, 2-7-(B), 32-28 (17-13 only draws), 7-10, 17-13, 10-15, 13-6, 1-10, 30-26, 5-9, 26-17, 9-13, 17-14, 10-17, 31-27, 17-22, 27-24, 22-26, 23-19, white wins — Walter Hellman in WCP Game 1197.

B — (Off A) 1-6, 17-13, 6-10, (9-14, 30-25, white wins), 13-6, 2-9, 30-25, 10-15, 25-18, 15-22, 23-19, 9-14, 32-28, 5-9, 31-27, 22-26, 27-24, white wins — Walter Hellman in WCP Game 953.

C — 24-20, 9-13, 18-9, 5-14, 29-25, 10-15-(D), 25-22, 2-7, 27-24, 7-10, 32-28, 6-9, 23-18, 14-23, 26-19, 9-14, 30-26, 14-18, 22-17, 13-22, 26-17, 18-23, 17-14, 10-17, 21-14, 15-18, 19-15, 3-8, 15-10, 11-15, 10-7, 23-26, 31-22, 18-25, 7-3, 25-30, 14-10, 15-18, 10-7, 18-22, 7-2, 22-26, 3-7, 26-31, 7-10, 31-27, 10-15, 30-26, 2-7, 26-22, 7-10 (24-19 draws), 22-26, drawn — Davis in A.C. Game 140.

D — (Off C) 2-7, 25-22, 6-9, 22-18, 1-5, 27-24, 14-17, 21-14, 10-17, 24-19, 17-22, 26-17, 13-22, 31-27, 7-10, 18-15, drawn — R. T. Ward vs. J. Alexander.

E — 2-7, 25-22, 6-9, 22-18, 1-5, 27-24, 14-17, 21-14, 10-17, *19-15 (31-27 draws), white wins — Wm. F. Ryan.

F — Varies from MEC, p. 201, Note B at 7th. move where 14-17 was given.

G — 22-18, and 23-18 both draw. Ryan gives this as critical: 22-18, 11-16, 18-9, 5-14, 27-24, (Davis plays 23-18), 16-20, 31-27, *7-11-(H), 32-28 (26-22, *6-9 draws) 11-15 (Ryan starred this move but Davis and Ryan showed 11-16 to be an easy draw — Bobby Martin), 19-16, 12-19, 23-16, *14-18, will draw with careful play — Wm. F. Ryan.

H — (Off G) 14-17, 21-14, 10-17, 19-15, 17-22, 26-17, 13-22, 23-18, 6-9, 24-19, 9-13, (2-6, 18-14, 9-18, 27-24, white wins), 18-14, 20-24, 27-20, 7-10, 14-7, 2-18, 32-27, 13-17, 19-15, 17-21, 15-10, 22-25, 10-7, 25-29, *30-26, White wins — Wm. F. Ryan.

VARIATION 3 (OFF Var. 1)

26-22	1- 5	30-26	11-27	10- 6	27-31
6- 9	23-19	5- 9	31-24	16-20	13- 9
22-18	14-18-A	19-16	8-12	6- 1	White
3- 7-4	32-27	12-19	24-19	20-24	wins.
27-24	18-25	23- 7	15-24	1- 6	W. E.
11-15	29-22	2-11	28-19	24-27	Straw
18-11	9-14	26-23	10-15	22-17	
8-15	27-23	4- 8	19-10	13-22	
25-22	7-11-B	20-16	12-16	6-13	

A — Victor Davis thought there is a draw here by 4-8.

B — 4-8, 21-17, 14-21, 23-18, 7-11, *31-27, 2-6, 20-16 (18-14 should draw), 11-20, 18-4, 10-14, followed by 21-25 and 6-9 draws — Roy Huntley.

VARIATION 4 (Off Var. 3)

1- 5	18-11	14-23	25-11	12-19	A-*29-25
27-24	8-15	21-17	10-14	24-15	White
11-15	23-18	13-22	20-16	14-17	wins.

Wood's Checker Player Game 771, Var. 1

A — No further play has been published, but this looks like a white win — Frank H. Warren.

VARIATION 5

3- 7	6-10	8-11	19-24	28-32	10-19
25-22	24-19	12- 8	28-19	31-27	11- 7
14-17-A	1- 6	11-16	15-24	32-23	2-11
21-14	19-16-C	20-11	22-18	26-19	25-22
10-17	12-19	7-16	24-28	13-17	17-26
29-25-B	23-16	8- 3	18-15	16-11	30- 7
17-21	11-15-D	16-19	10-19	6-10	White
32-28	16-12	27-23	23-16	19-15	wins.

A.C., p. 156

A — 11-15, 6-9, 12-16 and 11-16 are discussed in Note B, MEC, p. 204. This move suggested by Stiles also loses according to Ryan.

B — 23-18 and 32-28 both win here — Ryan in American Checkerist, p. 156.

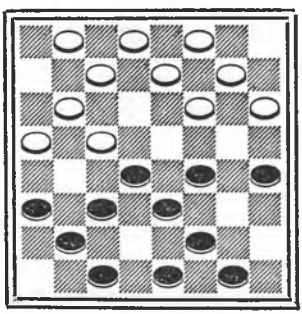
C — Corrects Stiles who continued 27-24 to a draw — Ryan in A.C., p. 156.

D — 8-12, 27-24, 12-19, 24-8, 4-11, 22-18, white wins — Ryan in A.C., p. 156.

VARIATION 6 (Off Var. 1)

23-19	8-11	25-22	4- 8	29-25	Forms Fig. 14

FIGURE 14



Black to play

Continue from Figure 14

2- 7-A	30-26	7-11-C	21-17	16-19	11-16
32-28	1- 5	19-15-G	6-10	10- 7	23-32
15-18-B	20-16	10-26	25-21	3-10	16-19
22-15	8-11	31- 8	10-15	4- 8	20-27
11-18	26-22	12-16	13- 9	10-14	19-17
26-23	11-20	8- 4	5-14	8-11	27-31
13-17	22-13	14-18	17-10	19-23	Drawn

E. Harbord vs. A. E. Clow — ECB Game 4087, April 23, 1945

A — Varies from 3-7 as given in MEC, p. 204, Note D, 3rd. line at 4th. move. This position may be brought up in several ways from the Edinburgh. For example: 9-13, 22-18, 11-15, 18-11, 8-15, 24-20, 7-11, 28-24, 5-9, 25-22, 9-14, 23-19, 4-8, 29-25, 2-7, same.

B — 1-5, 26-23, 15-18, 22-15, 11-18, 30-26, 13-17, same as text — A. E. Clow.

C — This seems safer for the draw — Editor. In the Vincent Connelly vs. Wm. Link game in the American Checkerist Game 71, Jan., 1941, 5-9 was played here as follows:

5- 9	11-18	26-22	18-23	14-18	16-19
31-26	21-17	3- 7	9-18	15-10	Drawn
3- 8	14-30	*9-14!	23-14	8-11	
26-22-D	23- 7-E	7- 2-F	19-16	10- 7	
7-11	30-26	*22-18!	12-19	11-16	
22-15	7- 3	2- 9	24-15	7- 3	

D — (Off C) Strongest; if 19-15, 10-19, 23-16, 12-19, 24-15, 7-10, 26-22, 10-19, 22-15, 19-23, etc., drawn — A. C. Game 71, p. 142.

E — (Off C) or 23-5, *30-26, 5-1, 26-22, 1-5, *22-18, 5-9, *8-11, 9-2, *11-16! Drawn — A. C. Game 71, Note E.

F — (Off C) 7-11, 8-15, 19-1, 12-16, 1-6, 14-18, 13-9, 18-23, 27-18, 22-15, drawn — A. C. Game 71, Note F.

G — As White can only draw, 21-17, etc. seems best — E. Harbord.

VARIATION 7 (Off Trunk)

*11-16-A	18-15	17-22	31-24	10-14	19-16
20-11	7-11	26-17	13-22	18- 9	12-19
8-24	22-18	9-13	30-25	1- 5	24-15
28-19	13-17	18- 9	6-13	9- 6	13-17
4- 8-8	32-28-B	11-27	25-18	2- 9	Drawn

Fitzheny — Perry County Times Game 302, Var. 1

A — Play in this and Var. 8 was supplied by Herb Richter as possibilities for restoring the draw. This play was not shown in Warren's Corrections and the draw in that work was left in doubt.

B — 31-27 is worth considering — Herb Richter.

VARIATION 8 (Off Var. 7)

7-11	18-15	2- 7	25-22	10-17	31-27
32-28-A	4- 8	22-18	*14-17	28-24	17-21
11-16	29-25	1- 5	21-14	16-20	15-10

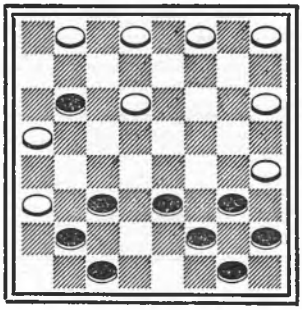
Wood's Checker Player Game 585, Var. 1

A — 19-15, 10-19, 23-7, 14-23, 26-19, 2-11, 22-18, 6-10, 29-25, 1-5, now the same as MEC, p. 208, Note B at 21st. move — Herb Richter.

OPENING NO. 63 10-15, 21-17, 7-10

10-15	10-17	16-19	4- 2- 7-B	4- 8	19-24
21-17	22-13	23-16	16-12-5	24-20	28-19
7-10	11-16	12-19	8-11	7-10	15-24
17-14	1-24-20-2	3-20-16-A	27-24	25-21	26-23

Forms Figure 15



Black to play

9-14-C	20-16	18-23	16- 7	10-26	Drawn
23-19	15-18	25-22	14-17	31-22	L. L.
11-15	29-25	8-11	21-14	3-10	Hall.

A — Forms Figure 19. See Var. 4.

B — Forms Figure 20. See Var. 5.

C — The proper move to draw, correcting MEC, p. 145, Note C, where Mr. Ryan says that 26-23 is met by 24-28. The 24-28 move is a loss by 23-18 (J. E. Smith).

VARIATION 1

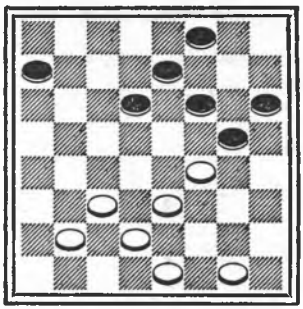
23-19	6-15	25-22-6	8-12	28-19	8-11
16-23	13- 6	12-16-A	24-19-9	4- 8	30-26
26-10	1-10	7-27-23-8	15-24	29-25	2- 7

Forms Figure 16

A — Forms Figure 22. See Var. 7.

FIGURE 16

(Off Var. 1)



White to play

25-21-B	22-18	26-22	22-17	10-14	Drawn
*16-20-C	*20-24	5- 9	A. J. Mantell, WCP Game 894		

Var. 2

B — Varies from MEC, p. 136, Var. 14 at 3rd. move, where 22-18 was played.

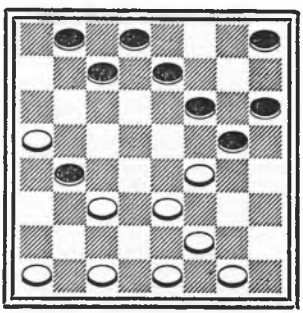
C — 10-14, *22-18, 5-9, *32-27, white wins — A. J. Mantell.

VARIATION 2

24-19	25-22	18- 9
15-24	8-11	5-14
28-19-A	22-18	26-22
9-14-10	3- 7	14-17

Forms Figure 17

FIGURE 17



White to play

Continue from Figure 17

31-26-B	20-27	18-14	24-27	6- 2	23-27
7-10	19-15	16-19	26-22	4- 8	7-10
27-24	10-19	23-16	27-31	2- 7	8-11
17-21	23- 7	12-19	14- 9	15-19	Drawn
29-25-C	2-11	25-22	6-10	22-18	WCP
16-20	32-23	19-24	9- 6	19-23	Game
22-18	11-16	22-17	10-15	18-14	987

Bullockus vs. Grother

A — Forms Figure 25. See Var. 10.

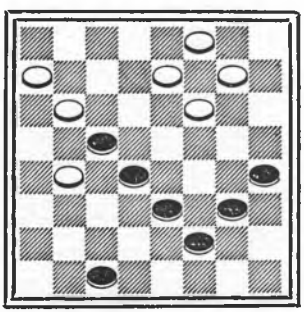
B — Varies from MEC, p. 131, Var. 5 at 3rd. move, where 22-18, is given.

C — 24-20, 11-15, 20-11, 15-24, 23-18, 21-25, 30-21, 2-7, 11-2, 1-5, etc., drawn — Winbigler-Grother.

VARIATION 3

27-23	32-27	23-16	13- 6	25-22	27-24
8-12	4- 8	12-19	2- 9	1- 6	Forms
23-16	27-23	31-27	20-16	29-25	Fig. 18
12-19	8-12	6-10	9-13	5- 9	

FIGURE 18



Black to play

Continue from Figure 18

10-14-A	*15-19	*17-22
26-23-B	24-15	*18-14
19-26	14-17	Drawn
30-23	22-18	

Walter Hellman—WCP Game 772

A — Corrects MEC, p. 139, Note F, 2nd. move, where 3-7 is starred for a draw. 3-7 at this point loses as follows:

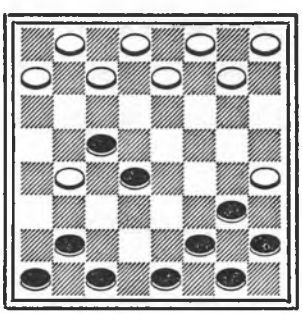
3- 7	15-24	27-31	19-23	18-23	27-31
16-11	11- 7	2- 7	11-16	15-18	*6-10
7-16	10-15	31-27	23-26	23-27	31-27
24-20	7- 2	30-25	16-19	10- 6	*25-22
9-14	6- 9	27-18	14-18	27-31	30-25
20-11	26-23	7-11	15-10	6- 1	10-14
19-24	24-27	15-19	26-30	31-27	White
28-19	25-21	22-15	19-15	*1- 6	wins.

Basil Case — WCP Game 908

B — 16-11, *14-18, 24-20, 9-14, 20-16, 6-10, *11-7, 18-23, *7-2, 23-27, 2-7, 27-31, 25-21, 19-14, drawn — J. J. Hudson, WCP Game 908, Note B.

VARIATION 4

FIGURE 19



Black to play

8-12-A	22-17	10-15-C	10- 7	15-24	8- 3
16-11	3- 7	17-14	32-27	28-12	18-15
9-14	24-20	9-18	7- 3	23-26	3- 8
25-22-B	18-22	26-17	27-23	30-23	15-19
14-18	25-18	18-23	31-26-E	27-25	8-12
29-25	15-22	17-14	23-27	3- 7	1- 5
12-16	32-27	23-27	26-22	25-22	G-11- 8
27-24	7-10	14-10	19-23	12- 8	2-11
5- 9	27-24	27-32	24-19	22-18	8- 3

Drawn, Funk-Davis — Wood's Checker Player Game 1105

A — MEC, p. 139, Var. 20 at 2nd. move starred 2-7 here for a draw.

B — 25-21 may be harder to handle — Editor.

C — WCP Game 1105 states that 1-5 draws here but gave no further play. We continue the play as under:

1- 5	19-23-D	23-27	2-11	22-26	26-22
24-15	28-24	24-19	16- 7	3- 7	12- 8
10-19	23-27	27-32	27-23	26-31	Drawn
17-14	24-19	19-16	20-16	7-11	
9-18	16-23	32-27	18-22	31-26	
26-17	31-24	11- 7	7- 3	16-12	

D — (Off C) 18-23, 17-14, 23-26, 31-22, 6-9, 13-6, 2-25, 30-21, 19-23, 28-24, 23-27, 11-7, white wins — Editor.

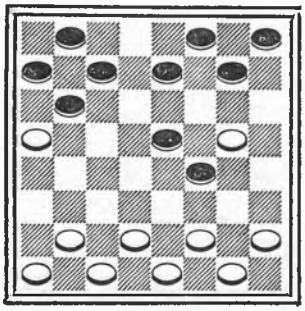
E — 3-7 wins here as it threatens 23-18-(F), 7-10, 18-23, 10-14, 23-27, 11-8, 4-11, 14-18, etc., white wins.

F — (Off E) The sacrifice by 15-18 will not draw.

G — The carifice is necessary now or a few moves later. If white allows black to crown the piece on 5, he would lose.

VARIATION 5

FIGURE 20



White to play

Continue from Figure 20

26-22-A	32-16	26-23
8-11	4- 8	10-14
22-18	16-12	29-25
15-22	8-11	*16-20
25-18	28-24	25-21
11-20	7-10	20-27
27-24	30-26	31-24
20-27	11-16	3- 7

Drawn — ECB Game 4015

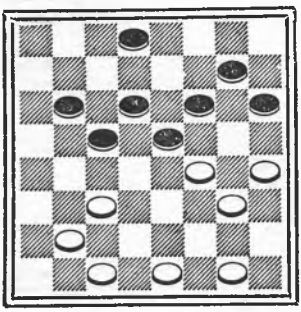
A — Varies from MEC, p. 145, Var. 27 at A, where 16-12 is played to a draw.

VARIATION 6 (Off Var. 1)

FIGURE 21

27-23-A	28-24	23-19-C
8-11-11	10-14	7-10-14
24-20-B	25-22	29-25
3- 7-13	4- 8	5- 9

Forms Figure 21



White to play

Continue from Figure 21 (Off Var. 6)

32-28-D	22-15	25-21	24-15	28-24	16-12
2- 6-E-F	11-18	23-27-H	10-19	14-18	White
*30-26	26-22	19-16	31-15	20-16	wins.
15-18-G	18-23	12-19	9-13	18-25	

T. Colston — Wood's Checker Player Game 894, Note J

A — Forms Figure 26. See Var. 11.

B — Forms Figure 27. See Var. 13.

C — Forms Figure 28. See Var. 14.

D — Corrects MEC, p. 128, Var. 3, 11th. move, where 25-21 allows a draw.

E — 14-18, 31-27, 9-14, 30-26, 2-6 (14-17 loses at once), 26-23, 6-9, 22-17, white wins.

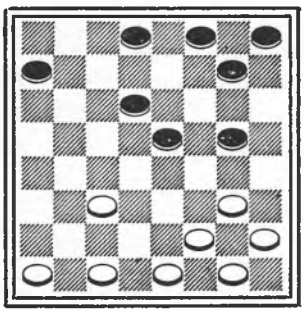
F — 9-13, 30-26, 2-6, 31-27, 15-18, 22-15, 11-18, 26-22, white wins.

G — For 14-18 here, see Var. 15 (Off Var. 14) at 7th. move.

H — If 23-26, then 22-17 wins easily — T. Colston.

VARIATION 7 (Off Var. 1)

FIGURE 22



White to play

Continue from Figure 22 (Var. 7)

22-17-A	15-22	28-24	*16-19 !	27-23	25-30
16-19	24- 8	*14-17	32-28	*29-25	2- 9
29-25	4-11	31-27-F	*9-14	30-26	30- 5
8-11-B	27-23	*17-21-G	15-11	*14-17	15-10
25-22	5- 9	23-18	*22-25	23-18	Drawn
2- 6	17-13	*11-16-H	24-15	*3- 7 !	
22-18-C-D	*10-14-E	18-15	25-29	11- 2	

Wm. F. Ryan — A. C. Game 107, Var. 2, p. 129, Vol. 3

A — MEC, p. 127, Var. 2 at 3rd. move gives 27-23; MEC, p. 132, Var. 7 at 1st. move features 29-25 and MEC, p. 137, Var. 13 at 1st. move gives 30-26 at this point. This 22-17 move is a good attack and requires black to play carefully — Editor.

B — The right move, of course, is 5-9, then 25-21 (24-20, 9-13, 22-18, 31-26, 27-24, is strong — Editor), 8-11, 31-26, 4-8, 26-22, 2-6 (9-13 is MEC — drawn), *30-26, 3-7, *27-23, 9-14, 23-16, 11-27, 32-23, 7-11, 23-19, 15-24, 28-19, 11-15, 26-23, 15-24, 22-18, 6-9, 17-13, 24-27, 13-6, 27-31, 18-9, 10-15, drawn — Wm. F. Ryan — A. C. Game 107, Note D, p. 128.

C — 24-20, 5-9, 17-13, 4-8, 30-26, *3-7 (instead of Chamblee's 19-24 to a white win), 28-24, 19-28, 26-23, 8-12, 27-24, 12-16, 22-18, 15-22, 24-19, 9-14, 19-12, 11-15, 12-8, etc., drawn — Wm. F. Ryan.

D — 31-26, 5-9, 27-23! 3-7, 23-16, 11-27, 32-23, *9-14, 23-18! 14-23, 26-19, 15-24, 28-19, 7-11, 22-18, 4-8, 18-14, 11-15, 14-7, 15-24, 7-3, 8-12, 17-14, *24-27, 3-8, 27-31, 8-11, 31-27, 11-15, *27-23, 15-18, *6-10, 18-27, 10-17, drawn — Wm. F. Ryan — A. C. Game 107, Note F.

E — Now into Var. 2, A. C. Game 107. 9-14 was given in the Trunk of that game to a white win, but a draw was missed near the end of that play which runs: 9-14, 28-24, 14-17, 23-18, 17-21, 24-19, 22-25, 32-27, 25-29, 27-24, 3-8, 24-20, 8-12, 31-27, 29-25, 30-26, 25-30, 26-23, 11-16, 20-11, 30-26, 11-7, 26-31, 27-24, 31-27, 7-2, 27-20, 2-9, 20-24, 18-15, 21-25 (Ryan gave 12-16, 15-6 to a white win. This correction no doubt has been pointed out before), 15-6, 24-15, 6-2, 25-30, drawn — Editor.

F — 23-18, *11-16, 32-27, *16-20, 24-19, *17-21, 30-26, 22-25, 26-22, 25-30, (not 3-7, 22-17, 7-10, *31-26, white wins), 22-17, 30-25, 19-15, 3-7, 17-14, 25-22, 14-5, 7-10, drawn — Wm. F. Ryan.

G — 22-26, 23-18, 26-31, 32-28, 3-7, 24-20, 31-24, 28-19, 7-10, *30-26, 17-21, 26-23, 21-25, 19-16, 10-15, 16-7, 15-22, 7-2, 25-30, 23-19, 30-26, 2-7, 26-23, 7-2, 23-16, 20-11, 22-26, 11-8, 26-31, 8-3, 31-26, 3-8, 26-22, 8-11, 22-18, 2-7, 18-14, 11-15, white wins — Wm. F. Ryan.

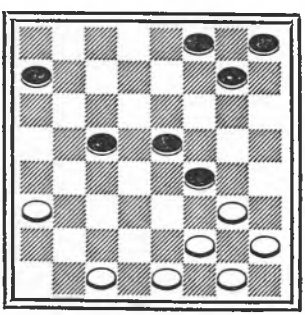
H — Because 22-25, 24-19, 25-29, 27-23, 29-25, 32-27, curtains — white wins — Wm. F. Ryan.

VARIATION 8 (Off Var. 1)

29-25	10-14	17-10
16-19	22-17	7-14
25-21	2- 7	

Forms Figure 23

FIGURE 23



White to play

Continue from Figure 23

27-23-A	32-27	13- 9	27-24	16-12	8- 3
19-26	*4- 8	12-16	11-15	26-31	15-18
31-22	30-26	21-17	6- 2	12- 8-D	3- 7
*3- 7	8-11	14-21	21-25	31-27	31-26
22-17	26-23	23-14	2- 7	24-20	7-11
*7-10	*15-18	*15-18-B	25-30	18-22	E-19-23
24-20	17-13	9- 6	20-16-C	7-10	Drawn
*8-12	10-15	16-19	30-26	*27-31	

A — MEC, p. 132, Var. 7 at A gives play only on 31-26 and 24-20.

B — 21-25 loses as follows: 9-6, 25-30, 6-2, 30-26, 2-7, 15-18, *27-24, 18-22, (26-31, 7-10, 18-22, 24-19, 16-23, 14-9, white wins), 7-3, 26-23, 24-19, 23-18, 19-12, 18-9, 3-7, 11-15, 7-10, 15-19, 10-15, 19-23, 15-18, white wins — Wakeham, Myers and Fogle. See Note E.

C — If 14-10, then 19-23, 7-11, 23-27, 10-7, 27-32, 7-3, 32-27, 3-7, 30-26, drawn.

D — 7-11, 31-27, 24-20, 19-23, 11-7, 23-26, 7-10, 27-24, drawn.

E — In some supplementary play we added to Warren's Corrections we credited this play to Wakeham, Myers and Fogle. But in the March, 1950 issue of Ryan's American Checkerist, p. 82, credit for this draw was given to Phil Brown who carried the play up to 15-18 at B above, then followed by 9-6, 16-19 and then varied with 6-2 to a draw. We also credited this to Phil Brown in Hall's Instructive Positions, p. 61, Var. 2, Note B. Of course Warren's corrections came out long before the March, 1950 issue of A. C., but we have forgotten the year we added our supplementary play to that work. — Editor.

VARIATION 9 (Off Var. 1)

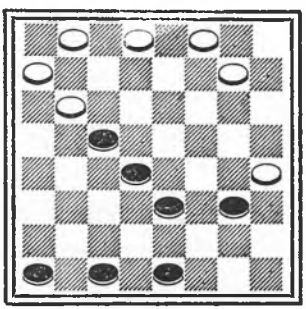
29-25	17-13-A	20-16
16-19	10-14-B	15-18
23-16	13- 6	31-26
12-19	2- 9	8-12
22-17	24-20-C	16-11
5- 9	4- 8	12-16

Drawn

T. Colston vs. Graham Davies

WCP Game 894, Var. 2, Note R

FIGURE 24



Black to play

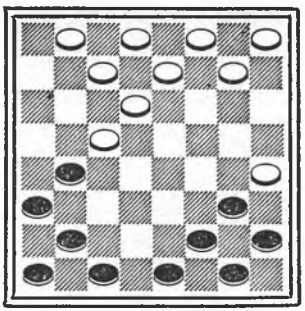
A — Forms Figure 24.

B — MEC, p. 127, Note B, 3rd. line at 3rd. move gives 4-8 here.

C — 25-22, *9-13, 22-18, 14-23, 31-27, 3-8, 27-11, 8-15, 24-20, 15-18, 20-16, *4-8, drawn — A. J. Mantell.

VARIATION 10 (Off Var. 2)

FIGURE 25



Black to play

8-11-A	9-14	11-18	7-11	16-20	17-22
25-22	22-18	26-22	31-26	22-15	25-21
4- 8-B	5- 9	3- 7	11-18	14-17	9-14
29-25	18-15	22-15	26-22	23-18	18- 9

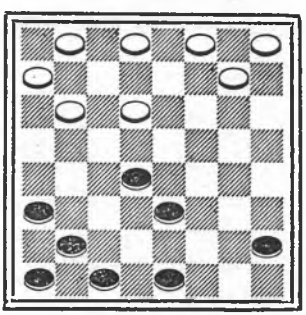
and 1-5, drawn — Hayes-Bentz, WCP Game 987, Note C

A — Differs from 9-14 as given in MEC, p. 129, Var. 4 at 4th. move.

B — 16-20, 29-25, 9-14, 19-16, 12-19, 23-7, 3-10, 25-21, 10-15, 13-9, 5-13, 22-18, 15-22, 26-10, 5-9, 30-26, 4-8, 26-23, 9-14, 23-19, white wins— Bentz-Hayes.

VARIATION 11 (Off Var. 6)

FIGURE 26



Black to play

Continue from Figure 26 (Var. 11)

2- 6-A	32-27	*16-20	7- 3	13-17	28-19
23-19-B-12	11-16	31-26	6- 9	11-16	20-24
15-18-C	19-15	7-10	3- 7	18-22	10- 7
25-22	10-19	15-11	14-18	16-23	24-28
18-25	24-15	8-15	22-17	22-31	7- 3
29-22	4- 8-D	18-11	9-13	14-10	28-32
8-11	30-26	9-14	17-14	31-24	Drawn
22-18	3- 7	11- 7	15-19	Wm. F. Ryan	
*5- 9	26-22	10-15	7-11	A. C. Game 138, Vol. 4, p. 53	

A — MEC, p. 123, Trunk at 15th. move stars 8-11. This 2-6 move admits of a draw also.

B — This and 24-20 covered in Var. 12 are the only two effective attacks. Against either 32-27 or 25-22, the double trade by 15-19 draws without too much stress. If 24-19, then 15-24, 28-19, 8-11, 25-22, 11-15, 32-28, 15-24, 28-19, 4-8, 22-18, 8-11, 29-25, (30-26, 6-9 draws), 6-9, 25-22, 9-14, 18-9, 5-14, 22-18, 14-17, 31-26, 3-7, 18-14, 11-16, 23-18, 16-23, 26-19, 17-22, 14-9, 7-11, 9-5, 11-16, drawn — Wm. F. Ryan.

C — 8-11, 25-22, 6-9, (5-9, 30-26, 9-14, 26-23, *6-9 draws), 29-25, 9-14, 25-21, 14-18, 21-17, (22-17, 11-26, 31-26, 16-23, 26-19, 18-23, easy for black), 18-25, 30-21, 15-18, 24-20, *18-23, 28-24, 4-8, 32-28, 11-15, 17-14, drawn — Wm. F. Ryan.

D — 3-8! 30-26, 8-11, 15-8, 4-11, 28-24, 6-10, 27-23 will also draw and forms diagram in the American Checkerist, Vol. 4, p. 54, Note I which continues: *9-13, 24-20,-(E), 10-15, 18-14, *15-18, 14-10, 18-27, 31-24, 13-17, 10-7, *11-15, 20-11, *15-18, 7-3, *12-16, 3-7, 16-20, 24-19, 18-23, drawn — Wm. F. Ryan.

E — (Off D) Or 24-19, *13-17, 26-22 (31-27, 17-21, 26-22, 21-25, etc., drawn), 17-26, 31-22, 16-20, 22-17, 20-24, 18-14, *10-15, 19-10, 11-15, 10-7, 24-27, 7-2, 27-31, 2-7, 31-27, drawn — Wm. F. Ryan.

VARIATION 12 (Off Var. 11)

24-20	28-19	32-28	19-12	23-19	23-19
5- 9	8-11	15-24	10-15	15-24	21-25
25-22-A	30-26	28-19	29-25	26-23	19-10
9-14	4- 8	8-11	6- 9	11-15	Drawn
23-19-D	26-23	31-26	25-21	21-17	
15-24	11-15	*12-16	9-13	14-21	

Wm. F. Ryan — A. C. Game 138, Var. 1

A — 25-21, 9-14, 29-25, *3-7, 31-26-(B), 8-11, 25-22, (28-24, *15-18, 24-19, 15-24, 28-19, 6-9, 25-22, 11-15, etc., drawn), 4-8, 32-27, 15-18, 22-15, 10-19, 23-16, 12-19, etc., drawn — Wm. F. Ryan.

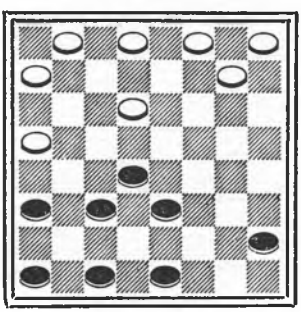
B — (Off A) If 31-27, then 8-11 is easy for black. If 30-26, then *7-11, 28-24-(C), *15-18, 32-27, 11-15, 23-19, 8-11, 26-23, 4-8, 21-17, 14-30, 23-7, 15-18, 7-3, 6-10, 3-7, drawn — Wm. F. Ryan.

C — (Off B) 32-27, 12-16, 25-22, 15-18, 22-15, 10-19, 26-22, 19-26, 22-17, 14-18, 31-15, 11-18, 20-11, 8-15, 17-14, 15-19, drawn — Wm. F. Ryan.

D — 31-26, 8-11, 28-24, 4-8, 23-19, 12-16, 19-12, 15-18, 22-15, 10-28, 26-23, 11-15, 20-16, 15-19, 16-11, 8-15, 23-16, 15-19, 16-11, 14-18, 11-8, 19-23, 8-4, 6-9, 4-8, 9-14, 8-11, 23-27, drawn — Wm. F. Ryan.

VARIATION 13 (Off Var. 6)

Figure 27



Black to play

10-14-A	15-18	16-19	7-11	18-23	3- 8
28-24	19-15	15-10	6- 1	26-19	15-10
*4- 8-B	5- 9	19-28	9-13	15-18	Drawn
31-27-D-E	30-26	10- 6	1- 6	10-17	
2- 7	12-16	11-15	8-12	13-22	
23-19	25-21	27-24	6-10	19-15	

A — Draws and corrects (or improves) MEC, p. 128, Var. 3 at 2nd move, where 3-7 is played. This 3-7 move is weak, admitting of a very narrow draw, if not an out and out loss — Frank Warren. See Vars. 14 and 16, Figures 28 and 30.

B — 15-18, 32-27, 11-15, *25-21, 3-7, *29-25, 4-8, *30-26, 7-10-(C), 26-22, 5-9, 24-19, 15-25, 22-6, 9-13, 6-1, 2-6, 1-17, 13-29, 23-19, white wins — T. Colston.

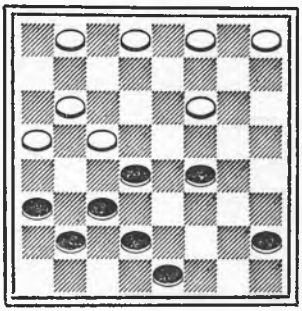
C — (Off B) 5-9, *26-22, 9-13, 23-19, 7-10, 20-16, 2-7, 24-20, 15-24,

22-6, 12-19, *20-16, 24-28, 6-2, 7-10, 27-24, white wins. Again at C, 2-6, *26-22, 7-10, 22-17, 5-9, 17-13, 8-11, *21-17, white wins — T. Colston.

D — 23-19 is not strong because 15-18, 19-15, 2-6 and black is strong.

E — Play from this point was suggested by Mr. Warren in lieu of 25-21, 3-7, and black now threatens 15-19 with a good draw in sight — Walter Hellman.

FIGURE 28
Black to play



VARIATION 14 (Off Var. 6)

15-15-18-A	5- 9	17-21
22-15	32-27	27-23
11-18	9-13	21-25
19-15-B	27-24	30-21
16-*14-17-C	*18-22-17	13-17
24-19	31-27	21-14

and 7-10, drawn—Farley-Thisted

A — Corrects MEC, p. 128, Var. 3 at 8th move, where 7-10 is starred. 7-10 at this point loses as per Var. 15 given below. This 15-18 move may save the day for black after the weak 3-7 move (MEC, p. 128, Var. 3 at 2nd move.)

B — Forms Figure 30. See Var. 16.

C — Geo. W. Farley claimed 2-6, 7-10 and 7-11 all lose here. See Figure 30 and Var. 16 for 2-6 — Editor.

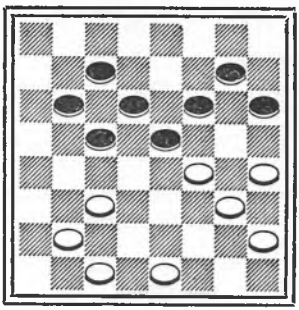
VARIATION 15 (Off Var. 14)

7-10	2- 6-A	9-14	14-30	25-22	18-14
29-25	*30-26	26-23	23- 5	1- 6	19-16
5- 9	14-18	6- 9	30-25	22-18	12-19
32-28	31-27	22-17	5- 1	6- 2	2- 7

White wins — T. Colston — Wood's Checker Player Game 894

A — Forms Figure 29

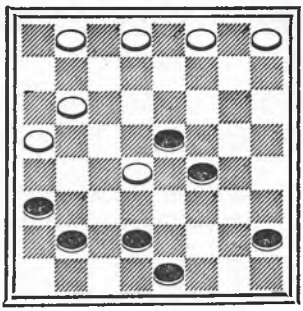
FIGURE 29



White to play

VARIATION 16 (Off Var. 14)

FIGURE 30



Black to play

2- 6-A	26-23	30-26	16-11	25-30	24-19
24-19	21-30	27-24	26-31	8-11	21-25
7-11	23- 5	18-22	11- 4	26-22	27-24
29-25	11-18	*10-15	30-26	11-16	26-31
5- 9	5- 1	22-25	*15-10	30-25	15-11
*30-26-B	6- 9	*32-27	17-21	16-20	31-27
14-17-C	1- 6	25-30	*10-14	25-21	11- 8
31-27	9-13	20-16	21-25	19-15	White
17-21	6-10	13-17	4- 8	31-26	wins.

T Colston — Wood's Checker Player Game 961, Vol. 7, p. 177

A — Given to draw in American Checkerist Game 107, Var. 1.

B — Corrects A.C. Game 107, Var. 1, where play by Johnie Mitchell continued to a draw by 31-26, 9-13, 32-28, 18-23, 26-22, 11-18, 22-15, 23-27 28-24, 6-9, 20-16, 27-31, 24-20 (left here as a white win by Walter Hellman. It's only a draw — Wm. F. Ryan), 31-27, 16-11, 13-17, 11-4, 17-21, 25-22, 14-18, 22-17, 9-13, 17-14, 18-22, drawn.

C — If 9-13, *31-27, 14-17, 19-16, 12-19, 27-23, 18-27, 32-7, 17-21, 25-22, 21-25, 7-2, 6-9, 2-6, 9-14, 26-23, 25-30, 15-10, 14-17, 22-18, 30-26, 23-19, 26-22, 18-15, white wins — T. Colston, WCP Game 961, Note F.

VARIATION 17 (Off Var. 14)

17-22-A	7-11	18-25	8-11-B	30-26	26-23
30-25	21-14	29-22	10- 7	3- 8	19-16
13-17	22-26	11-25	25-30	2- 7	12-28
25-21	31-22	14-10	7- 3	8-15	15-19

L. S. Ream vs. Ed Winbogler — WCP Game 1133 Drawn

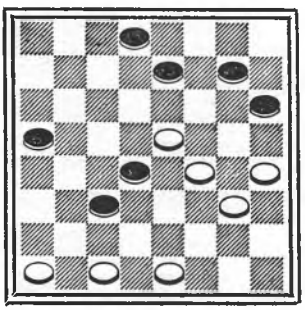
A — Herb Richter supplies this variation to remove the star by Farley on 18-22 for the draw in Var. 14. This move forms Figure 31.

B — 25-30, *20-16, 8-11, 16-7, 2-11, *10-6-(C), 30-26, *24-20-(D), 26-31, 6-2, 31-27, *19-16, 12-19, 2-7, drawn — Rex Wood.

C — (Off B) 10-7, 11-16, 19-15, 16-20, 24-19, 26-23, black wins — Rex Wood.

D — (Off B) 6-2, 11-16, 19-15, 16-20, 24-19, 30-26, black wins — Rex Wood.

FIGURE 31



White to play

OPENING NO. 64 10-15, 21-17, 9-13

10-15	6- 9	11-16	4- 8	14-18	9-14
21-17	22-18	14-10	23-16	31-27	10- 7
9-13	8-11	7-14	14-23	6- 9	3-10
7-14	25-21-2	25-22	26-19	15-10	12- 3
11-16-1	1- 6	16-19	9-14	7-14	5- 9
24-19	29-25	23-16	30-25	22-15	27-23
15-24	16-20	12-19	2- 7-4	14-18	White
28-19	19-15	27-23	16-12	15-10-A	wins.

Basil Case

A — Corrects MEC, p. 95, Var. 9 at 23rd move, where 27-24 is played allowing a draw.

VARIATION 1

15-18	24-19	6- 9-A	1- 6-B	4- 8	White
22-15	8-11	24-20	19-15	*32-28	wins.
11-18	28-24				

American Checkerist Game 143

A — 4-8, 24-20, 13-17 is shown to draw in C.C.C. Game 681, Var. 1.

B — 2-6 as given in MEC, p. 97, Var. 12 at 9th move is also a white win.

VARIATION 2

25-22	32-28-3	*15-11-C	14-10	3- 7	*16-20
16-20	4- 8	7-16	6-15	27-31	5- 9
29-25	15-10	*10- 7	18-11	7-11	20-16
11-16	8-12	3-17	16-20	31-27	14-17
19-15	27-24-A	25-21	11- 8	11-16	22-18
16-19	20-27	16-19	20-24	19-23	17-22
23-16	31-15	21-14	8- 3	26-19	16-20
12-19	2- 6-B	12-16	24-27	9-14	Drawn

Eugene Frazier — Wood's Checker Player Game 1156

A — Given as a black win in MEC, p. 80, Note Q.

B — Left at this point by Ryan as a black win.

C — The move Ryan must have overlooked.

VARIATION 3 (Off Var. 2)

27-23	15- 8	15-11	15-11	8- 4	*8-12
4- 8-A	3-19	7-16	16-19	19-24	White
23-16	18-15-B	22-15	11- 8	4- 8	wins.
8-11	9-18	19-24	24-28	2- 7	

Jeff Clayton — C.C.C. Game 813

A — Loses! But was given as an easy draw by Ryan in MEC, p. 79, Note K at first line at last move. The correct continuation for a draw is *19-24, 23-19, 4-8, 25-21, etc. — Davis, Mantell and Flower.

B — The slip appears to win and correct all published play — Jeff Clayton.

VARIATION 4

8-12-A	22-18	5-5- 9-G	4- 8	10-14-I	19-10
16-11-B	20-24	8- 4	27-32	16-20-J	Drawn
14-18	8- 4	7-10	8-11	14-23	Johnie
11- 8-F	2- 7	32-28-H	32-27	15-10	Mitchell
18-23	4- 8	23-27	11-16	6-15	

A — This play to restore the draw on this line was supplied from ECB (up to Note G) by Herb Richter in his notes to Warren's Corrections submitted a few years back. However, play from 5-9 at Note G by Johnie Mitchell was substituted for Mr. Jenkins' play in E.C.B. Game 4529 as a better route to draw.

B — 32-27-(C), 3-7, 15-11 (31-26 gets 6-10 or 14-18, 15-11, 20-24) 6-10, 11-8 (31-26, 14-17, 21-14, 10-17, 25-21, 2-6! Black wins), 14-17, 21-14, 10-26, 31-22, 7-11, drawn.

C — (Off B) 31-27-(D), 3-7, 22-18-(E), 14-23, 27-18, 6-10, 15-6, 2-9, 18-15, 20-24, 25-22, 9-14, 15-10, 14-18, drawn.

D — (Off C) 15-11, 6-10, 11-8, 10-15, 19-10, 12-19, 8-4, 19-23, 22-18, 13-17, drawn.

E — (Off C) 15-11, 6-10, 22-18, 14-23, 27-18, 13-17, 21-14, 10-17, 25-21, 17-22, 11-8, 7-11, drawn. Again at E, A. G. Huggins shows the following: 32-28, 14-18 (7-10 also draws), 15-11, 5-9, 22-15, 9-14, 28-24, 13-17, 15-10, drawn.

F — 31-27, 3-7, 11-18, 7-11, 27-24, 20-27, 32-14, 11-18, 22-15, 6-10, 15-6, 2-18, 8-3, 5-9, 3-7, 9-14, drawn.

G — Johnie Mitchell's improvement of W. F. Jenkins' play by 7-11 which allows a powerful white attack by 25-22 as shown in Var. 5. This 5-9 equalizes the game for black.

H — 15-11 (4-8, 24-27, 31-24, 12-16, etc. draws — Johnie Mitchell), 10-14, 18-15, 24-28, 11-8! *14-18 (13-17, 15-11, 9-13, 19-16, 12-19, 31-27, White wins), 15-11! 9-14, 25-22, 18-25, 19-16, 12-19, 31-27, drawn — L. L. Hall.

I — 27-32, 15-11, 32-27, 11-8, now if 10-14, 16-20, 14-23, 19-15, 3-7 (9-14, 28-19, 27-32, 19-16, 12-19, 31-27, white wins), 28-19, 7-11, 31-24, 11-18, and white is very strong — L. L. Hall.

J — 15-11, 14-23, 11-8, 6-10, 16-11, 23-26, 31-22, 12-16, black wins — Johnie Mitchell.

VARIATION 5 (Off Var. 4)

7-11	11-16	23-26	12-16	23-26	30-25
25-22-A	18-14	31-22	8-11	10- 6	1- 6
28-24-B	6- 9	16-23	16-20	26-30	25-30
8- 4	22-18	4- 8	15-10	6- 1	11-16

White may have a winning advantage — L. L. Hall

A — Seems stronger than 8-4 as given by Mr. Jenkins in ECB Game 4529.

B — 11-16 (if 23-26, 15-10, etc. If 6-9, 15-10, 11-16, 8-11, 16-20, 11-15, etc.) 8-11, 16-20, 15-10, 6-15, 19-10, 24-27, 31-24, 20-27, 18-14, 27-31, 10-6, 23-26, 6-1, 26-30, 1-6, 31-26 (3-8, 11-4, 30-25 also loses) 14-10, 26-17, 21-14, 30-26, 32-27, 26-22 (13-17, 6-9), 27-24, 22-17 (22-26, 24-20, or if 13-17, 6-9, 17-21, 9-13, 21-25, 10-6, etc.), 14-9, 5-14, 6-9, etc. white should win. Even if the analysis in this variation can be improved the 7-11 defense is very weak.

OPENING N0. 66 10-15, 21-17, 15-18

10-15	7-10	7-11	7-10	15-19	19-24
21-17	25-21	30-26	31-26-1	16-12	7-10
15-18	10-14	5- 9-B	10-15	8-11	24-31
22-15	28-24	26-23	19-10	12- 8	10-19
11-18	11-15-4	2- 7	6-15	10-15	18-23
23-14	29-25	24-19-C	13- 6	26-22	19-26
9-18	3- 7	15-24	1-10	11-16	14-18
24-20-2	26-22-A	22-15	20-16	8- 3	22-15
8-11-3	4- 8	11-18	12-19	*16-20-D	Drawn
17-13	32-28	28-19	23-16	3- 7	

Basil Case in Three-Move Checkers

A — Given to win in Warren's Corrections but a narrow draw exists. MEC, p. 61, Var. 4 at 11th move gives 32-28. The play given here is from Case's Three-Move Checkers via 10-14, 24-20, 14-18, etc. Grady Traylor in C.C.C. Game 1458 shows the following correction from 26-23 at this point: 26-23, 4-8, 30-26, 7-10, 32-28, 5-9 (Ryan stars this but it is a losing move. 2-7 will draw at this stage — Grady Traylor), 20-16 (corrects Ryan's Modern Ency., Note E, p. 62 where 24-19 is given to a draw) 12-19, 23-16, 1-5 (8-12, 16-11, 18-22, 26-17, 15-18, 27-23, 18-27, 24-19, white wins — L. L. Hall), *26-22, 8-12, 24-19, 15-24, 28-19, 18-23, 27-18, 14-23, 16-11, 23-26, 22-17, 26-30,

11-8, 2-7, 8-3, 7-11, 3-7, 11-15, 7-14, 15-24, 14-18, 12-16, 31-26, 30-14, 17-1, 9-14, 25-22, white wins — Grady Traylor.

B — Or 2-7, 24-19, 15-24, 22-15, 11-18, 28-19, 5-9, 26-23, 7-10, same as text at 14th move.

C — Left here as a white win in Warren's taken from WCP Game 940, Note A, and American Checkerist Game 141.

D — Ed Steve lost to Grover in the 1955 Calif. State Tourney by 19-23, 27-24, 16-20, 3-7, 20-27, 7-10, white wins.

VARIATION 1

21-17-A	25-22	31-27	22-26	11- 4	26- 1
14-30	27-23	22-26	20-16	10-14	Drawn
23- 7	22-17	23-19	*1- 5-B	13- 6	Grady
30-25	19-15	26-22	D-16-11-C	12-16	Traylor
7- 2	17-22	27-23	6-10	19-12	T. M. C.

A — Published to win for white.

B — Draws and corrects Mr. Winter.

C — 2-7, 9-14, 7-10, 8-11, 16-7, 14-17, 10-1, 12-16, drawn.

D — 23-18, 26-22, 16-11, 22-17, 11-4, 17-14, drawn.

VARIATION 2

17-13	8-11	25-21	3- 7	30-26	16-30
5- 9	19-15	11-16	31-26-5	14-17-A	14- 9
24-19	4- 8	29-25	7-11	21- 7	etc.
9-14	24-19	16-23	26-23	2-11	Black
28-24	7-10	26-19	11-16	23-14	wins.

American Checkerist, Volume 3, page 178

A — Corrects MEC, p. 66, Note B, 4th line at 4th move, where 16-20 is played permitting a draw. The draw is re-established to this note in MEC five moves earlier, where 30-26 is played instead of 31-26, as demonstrated in Var. 5.

VARIATION 3

6- 9-A	22-15	3- 7	31-26	9-14	23-14
17-13	11-18	19-15	11-18	30-26	21-30
1- 6	28-24	4- 8	26-19	14-17-F	14-10
26-22	8-11	27-24-C	7-11	26-23	Drawn
7-11-B	24-19	18-23-D	32-27	17-21	

A — Given in Warren's as an improvement of 8-11.

B — 7-10, white wins — E. Winter, WCP Game 786, Note D.

C — 31-26, 18-23, 27-18, 7-10, drawn — ECB Game 3775.

D — 18-22-(E), 25-18, 9-14, 18-9, 11-18, 24-19, 5-14, 29-25, 7-10, 32-27, 2-7, 13-9 (corrects E. Winters in WCP Game 786, Note N, where 30-26 is played to a draw), 6-13, 19-16, 12-19, 27-23, 19-26, 31-6, 7-11, 6-2, 11-15, 2-7, 15-19 (15-18, 25-22, etc., W.W.), 7-2, 8-12, 2-7, 19-24, 7-11, 24-28, 11-15, 28-32, 25-21, 32-28, 30-26, 28-24, 26-23, white wins — L. L. Hall.

E — (Off D) 7-10, 24-19, 18-22, 25-18, 10-14, 31-26, 14-23, 29-25, 11-18, 19-15, drawn — E. Winters.

F — Mr. Winters in WCP Game 786, Vol. 6, p. 38 continued 5-9 (seems to lose) 26-23, 6-10, 13-6, 2-9, 25-22, 18-25, 29-22, 11-15, 20-16, 9-13, 16-11, 14-17 (left as drawn), now continue: 11-4, 17-26, 4-8, 26-30, 8-11, 30-26, 11-18, 12-16, 19-12, 26-28, 12-8, white wins — Editor.

VARIATION 4

3- 7-A	32-28-B	15-24	20-16!	2- 9	25-22
29-25	1- 6	28-19	11-20	27-20	17-26
4- 8	26-23	7-11	26-22	8-11	19-16
24-19	11-15	13- 9-C	20-24-F	31-27	Drawn
6-10	30-26	6-13	22- 6	13-17	

A — Warren's Corrections gives only 11-15, which is claimed to lose, but play of Trunk shows the draw. This, however, is much better, for by holding 11-15 back, black gets about an equal game — Editor.

B — 13-9, 18-23, 27-18, 14-23, 25-22 (best), 5-14, 31-27, 1-5, 27-9, 5-14, 26-23, 11-15, 32-28, 15-24, 28-19, 8-11, 22-18, 14-7, drawn as shown in Case's Three-Move Checkers under the 10-14, 24-20, 14-18 opening.

C — A device by Albert Morley for a quick and sound draw, going two pieces down. Published play runs: 19-16-(D), 12-19, 23-7, 2-11, 26-22, 10-15, 22-17, 6-10, 27-23, 18-27, 31-24, 8-12 (or 14-18, Master Play), 13-9, 12-16, 9-6, 16-19, 6-2, 19-28, 2-7, 5-9, 7-16, 9-13, 16-11, drawn.

D — (Off C) 19-15, 10-19, 23-7, 2-11, 27-24 (26-22, *11-15 will draw but is tricky with black having the pull), 11-15, 26-22, 18-23, 22-17, 6-10 (Case's Three-Move Checkers, Var. 3, gives 14-18 to a draw), 13-9, 23-27, 9-6, 27-32, 6-2, 8-11, 2-6, 12-16, 31-27 (or 24-19, 16-23,

31-27, 14-18-(E), 25-22, drawn), 32-23, 24-19, 15-24, 6-8, 14-18, 20-11, 23-26, 11-7, 26-22, 8-11, 22-29, **drawn.**

E — (Off D, parenthesis) Black need not fear to play 23-26, and if 6-9, 32-23, 9-27, 26-30, (if 5-9, white replies 17-13, but not 27-31, 9-13, 31-22, 15-19, black wins), 27-23, 5-9, 17-13, 9-14, 13-9, 15-18, 23-19, 11-15, 19-16, 15-19, drawn.

F — 13-17, 22-6, 2-9, 19-16, drawn — Charles Martin.

VARIATION 5 (Off Var. 2)

30-26-A	25-21	26-23	15-10	7- 3	Probable
14-17-B	18-22	25-30	7-11	25-22	draw.
21-14	21-14	13- 9	10- 7	3- 7	Ryan
10-17	22-25	6-13	30-25		A.C., Vol. 3 p. 178, Note A

A — Corrects MEC, p. 66, Note B, 3rd line at 7th move, where 31-26 is played, allowing the black win demonstrated in Var. 2.

B — Best — Wm. F. Ryan in American Checkerist, p. 178 Note A.

OPENING NO. 68 10-15, 22-17, 7-10

10-15	26-23	16-23	23-18	24-28-E	1- 6
22-17	11-16	26-19	1- 6	17-13	F-*18-23-3
7-10	24-19	8-11	22-17	10-17	25-22
17-14	15-24	25-22-A	6-10	21-14	11-16
10-17	28-19	11-16-B	25-21	7-11	6-10
21-14	6- 9	27-23	2- 6	14-10	23-26
9-18	31-26	16-20-C	30-25	11-18	Drawn
23-14	9-18	29-25	4- 8-D	10- 1	
3- 7-1	23-14	20-24	18-15	8-11	

Walter Hellman, Wood's Checker Player Game 1184

A — Varies from MEC, p. 154, Var. 3 at 13th move, where 27-23 is played to a draw.

B — 1-6, 27-23 would be back into Var. 3 of MEC, p. 154.

C — 1-6 is safer here — Walter Hellman.

D — 24-28 loses as follows: 24-28, 17-13, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 7-11, 14-10, 11-16, 19-15, 16-19, 10-7, 19-23, 7-3, etc., white wins.

E — Better than 24-27, which though drawable is precarious.

F — 11-16 loses here. See Var. 3 for detailed play on the 11-16 loss.

VARIATION 1

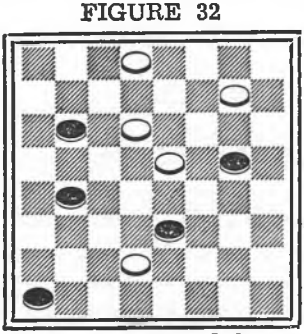
6- 9	28-19	7-10	27-23	15-24	25-22
26-23	1- 6	26-22	5- 9	20-11	21-25
9-18	25-22-A	11-15	13- 6	12-16	22-17
23-14	6-10-2	27-24	2- 9	22-18	25-30
3- 7	30-26	8-11	29-25	14-17	7- 2
24-19	10-17	32-27	9-14	11- 7-B	White
15-24	22-13	11-16	24-20	17-21-C	wins.

Wood's Checker Player Game 1034, Var. 6

A — Given in Warren's as a correction of MEC, p. 151, Note C, 3rd line, where 27-23 is played. There is no question that this 25-22 is a very powerful move, but although it is an improvement, it falls short of a correction for a draw is demonstrated in Note B under Figures 32 and 33. This draw is quite unique and was missed by H. Bornstein against T. Bullockus, Sr. (WCP GAME 1034, Var. 6) and before that by Mr. Bullockus, himself, in a game with J. C. Ouellet of Canada. However, Var. 2 takes away much of the sting of the 25-22 attack.

B — Forms Figure 32 below, the critical point in the line.

FIGURE 32



Black to play and draw

Continue from Figure 32, Note B

*16-20-D	20-27-G	30-26
7- 2-E	2- 7-H	18-15
*17-21	*21-25-I	26-10
25-22	7-14	14- 7-J
*24-27-F	*25-30	Drawn
31-24	22-17	Editor

C — The loser. See Note B for the draw.

D — (Off B) Corrects the Bornstein vs. Bullockus game, WCP Game 1034, Var. 6, Vol. 8, p. 12, where 17-21 was played and white won.

E — (Off B) 23-19, 24-27, etc. draws.

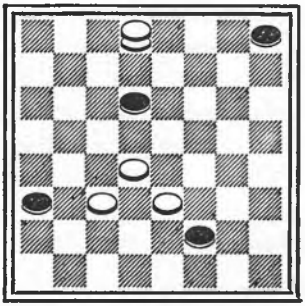
F — Necessary, or the piece on 10 goes.

G — Forms Figure 33.

H — For 2-6, see play in Note G under Figure 33.

I — (Off B) 27-31 loses here but will draw against 2-6 under Figure 33, Note G. Black must keep pace with the steal. We believe this to be a very fine example of delayed action. If 27-31, then 7-14, 21-25 (31-26, 22-17, 26-19, 18-15, white wins by First Position), 23-19, 31-27, 22-17, white wins.

FIGURE 33



White plays, Black draws

Continue from Figure 33, Note G

2- 6	31-26
27-31-K	18-14
6-15	26-10
*21-25-L	15- 6-M
23-19	Drawn

J — (Off B) The move is wrong for First Position.

K — (Off G, Figure 33) 21-25, 6-15, 25-30 also draws.

L — (Off G, Figure 33) If 31-26, 23-19, 26-17, 18-14, white wins by First Position.

M — (Off G, Figure 33) Again the move is wrong for First Position.

VARIATION 2 (Off Var. 1)

11-16-A	8-11	11-16	4- 8	11-15	28-32
27-23	26-22	32-27	21-17	9- 6	27-23
6-10	7-10	5- 9	8-11	15-24	20-24
30-26	22-18	13- 6	17-13	23-18	2- 7
10-17	16-20	2- 9	9-14	24-28	Drawn
22-13	29-25	25-21	18- 9	6- 2	

Game 122, Var. 1, Second NCA Tourney Book

A — References to this variation were given by Herb Richter in his notes to Warren's first edition, stating that the play may also be found in Master Play, p. 258, Var. 6-J at 14th move, and in Kear's Ency., 3rd edition, p. 213, Var. 16 at 17th move. This variation seems superior to play from Warren's which we have given in Var. 1.

VARIATION 3

11-16-A	19-24	27-31	23-18	24-19	24-28
*6-10	21-17	13- 9	30-26-D	8- 3	16-19
16-23	24-27	23-27	28-32	19-15	18-22
*10-15	22-25-B	32-23	26-31	3- 8	F-9- 6
12-16	27-31	31-26	32-28	15-19	White
15-22	25-30	23-19	*16-12-E	8-11	wins.
16-19	31-27	26-23	28-24	19-24	
25-21	17-14-C	19-16	12- 8	11-16	

A — A loser! After this move white has a pretty win.

B — Suggested by J. T. Bradford to improve Hellman's play in A.C.M., March-April, 1938, pages 55 and 56, Note G, where 17-14 was played to a draw.

C — This is now WCP Problem No. 930 by J. T. Bradford (April, 1945), the terms being black to move and draw. However, Al Flower upset the terms of the problem and showed a white win.

D — This must be made so white can occupy square 31.

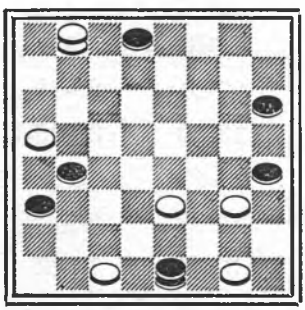
E — Corrects J. T. Bradford who gave 31-27 and continued the play to a draw. A pretty win by Al Flower from here.

F — This play was reviewed by Walter Hellman in Wood's Checker Player Game 1184, Var. 1, July, 1945, Vol. 8, No. 11, p. 301.

OPENING NO. 76 10-15, 23-18, 11-16

10-15	16-20	5-14	3- 8	11-16	10-17
23-18	24-19	27-23	31-27	27-23	15-11
11-16	4- 8	8-11	1- 6	20-24	8-15
18-11	29-25	22-18	23-19	17-13	19- 1
8-15	6-10	14-17	17-21	24-27	27-31
22-18	25-22	21-14	26-22	28-24	Forms
15-22	9-14	10-17	7-10	16-20	Figure
25-18	18- 9	19-15	22-17	18-14	34

FIGURE 34



White to play

32-27-A	1- 6	6- 2	7-11	15-10	7- 3
31-26	2- 9	17-22	25-29	29-25	Drawn
23-19	13- 6	2- 7	19-15	10- 7-C	Editor
26-22	22-18	22-25	12-16-B	25-22	

A — Offered by J. C. Whitefield to draw and correct MEC, p. 188, Note E, last line, where 13-9 is played to a black win.

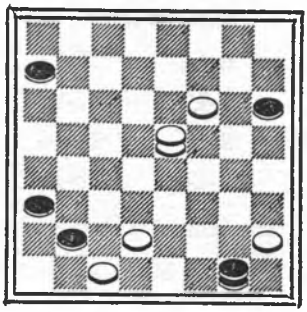
B — Given by Hellman to correct Whitefield who played 29-25 to a draw.

C — Walter Hellman in WCP Game 863, Var. 1, p. 238, Vol. 6 gave 30-26 here to a black win. This seems to force the draw at once — Editor.

OPENING NO. 96 11-15, 23-18, 12-16

11-15	15-22	9-14	10-15	14-21	9-14
23-18	25-18	32-27	27-23	23-18	2- 6
12-16	4- 8	7-11	6-10	7-11	14-18
18-11	27-23	15- 8	31-27	16- 7	6-15
8-15	8-12	3-12	5- 9	19-23	18-25
24-20	23-16	20-16-3	25-22	18-11	Forms
16-19-A-1	12-19	2- 7	1- 5	23-32	Figure
22-18	18-15	29-25	21-17	7- 2	35

FIGURE 35



White to play

*28-24-B	9-13	15-19	22-17	10- 6	28-32
25-29-C	2- 6	25-29	11- 7	9- 5	*19-24
24-20	25-22-D	10-15	17-13	2- 7	F-12-16
5- 9	26-17	29-25-E	7- 2	28-32	White
11- 7	13-22	*20-16	13- 9	7-10	wins.
29-25	6-10	25-22	15-10	32-28	
7- 2	22-25	16-11	32-28	10-15	

Walter Hellman — Wood's Checker Player Game 906

A — This move loses, as shown here. The moves to draw are 7-11, shown in Var. 2, and 9-14 (Ryan shows a draw at this point by 3-8 in Opening 96, Part Two). Warren's Corrections

goes on to state, "The result of this is to nullify variations 2, 3, 4, 5, 6, 9 and 10 in MEC and notes thereto."

B — Corrects MEC, p. 49, Note L, 2nd line at 5th move, where 15-18 is played allowing a draw.

C — If 32-28, 24-20, 12-16, 26-23, white wins. Or if 32-27, 24-20, 27-31 (as 26-23 is threatened, while 27-32 just wastes moves), 26-22, 25-29, 22-17, white wins — Walter Hellman.

D — If 13-17, 15-18, 32-27, 6-9, 27-31 (if 25-29, 18-22!), 26-23, 17-22 (if 25-29, 18-15), 18-15, 31-27, 23-18, 27-23, 9-14, 22-26, 14-17, 23-14, 17-10, 26-31, 15-19, 31-27, 10-15, 27-32, same as text at E.

E — Now same as Note D at end.

F — Now a position by Kirkwood, colors reversed, to be found in Boland's Famous Positions, p. 155. This position was also given in Hall's Instructive Positions from Problem No. 75 (See solution at H for this setting), but was not credited to Kirkwood.

VARIATION 1

15-19-A-2	4- 8	5-14	7-11	8-12	12-19
20-11	25-22	22-17	27-23	31-27	27-24
7-16	B-9-14-C	2- 7	11-15	16-20	White
*22-18	18- 9	29-25	25-22	23-16	wins.

American Checkerist Game 128

A — Loses. 16-19 as given in MEC, p. 34, Trunk at 17th move also loses.

B — 8-12, *27-23, 3-8, *31-27, 9-14, 18-9, 5-14, 22-17, 6-9, 17-13, 10-15, 13-6, 2-9, 27-24, 8-11, 32-27, 1-5, 24-20, 14-18, 23-14, 9-18, 26-23, white wins — Wm. F. Ryan — A. C. Game 128, Note F.

C — 8-11, *29-25, 10-15, 21-17, 9-13, 25-21, 6-9, 17-14, 2-7, 27-24, 1-6, 21-17, 3-8, 24-20, 8-12, 32-27, 6-10, 27-24, 19-23, 26-19, 16-23, 24-19, 15-24, 28-19, 11-15, 18-2, 9-25, 30-21, 13-22, 21-17, white wins — Wm. F. Ryan, A. C. Game 128, Note E.

VARIATION 2 (Off Var. 1)

7-11	*5- 9	*9-13	5-14	21-25	30-26
26-23-4	24-19	29-25	22-18	22-18	22-17
4- 8	15-24	*6- 9	14-17	25-30	13-22
30-26-A	28-19	26-22-E	21-14	19-15	8- 3
8-12	1- 5-B	*3- 7	10-17	16-19	7-10
27-24	22-17-D	27-24	18-14	15- 8	14- 7
9-13	13-22	*9-14-F	17-21	*19-26-G	2-11
32-27	25-18	18- 9	25-22	31-22	Drawn

Lee Munger vs. Walter Hellman — Wood's Checker Player Game 1079

A — Improving MEC, p. 38, Var. 1 at 4th move, which shows 28-24 at this point.

B — Given to lose in A.C. Game 128. Variation 1 of that game runs: 9-14-(C), 22-17, 13-22, 25-9, 6-13, 29-25, *1-5, 25-22, 3-7, 22-18, 10-14, 18-9, 5-14, 26-22, 13-17, 22-13, 14-18, 23-14, 16-32, 14-9, 11-16, drawn — Wm. F. Ryan.

C — (Off B) This move was starred by Ryan. He also gave: 3-7 (2-7, *19-15! 10-19, 22-18, W. W. Ryan), 22-17, 13-22, 25-18, 9-14, 18-9, 6-13, *21-17! 13-22, 26-17, 1-6, *29-25, 6-9, *17-13, 9-14, 25-22, 14-17, 22-18, 17-22, 13-9, 22-25, 9-6, 2-9, 18-15, etc., white wins — Wm. F. Ryan.

D — Ryan gave this as the winning move, but no further play.

E — If 25-22, then *2-7 is not hard for black — Walter Hellman.

F — If 10-14, then *31-27 wins for white. From here well forced to a pretty draw.

G — The sequel to Note F, forcing the draw neatly.

VARIATION 3

27-23	20-16	28-19	8- 3	31-27	A-27-24
10-15	6-10	15-24	28-32	1- 6-5	28-19
23-16	16-12	12- 8	3- 8	8-11	11-15
12-19	19-24	24-28	32-28	6- 9	W. W.

A — Corrects MEC, p. 46, Note I at 5th move, where 26-23 is played to a draw.

VARIATION 4 (Off Var. 2)

27-23	23-18-A	26-23	32-27	30-26	27-24
4- 8	8-12	*3- 7-B	*9-13-C	6- 9	1- 6

and you are in Var. 11, p. 21 at 10th move of MEC, played to a draw.

A — Better than 28-24 as given in MEC, p. 38, Note B at 3rd move.

B — 10-14, 28-24, 2-7, 22-17, white wins — A. C., Vol. 4, p. 147.

C — 16-19, 23-16, 12-19, 27-24, 19-23, 31-26, 23-27, 18-14, 9-18, 24-19, white wins.

VARIATION 5 (Off Var. 3)

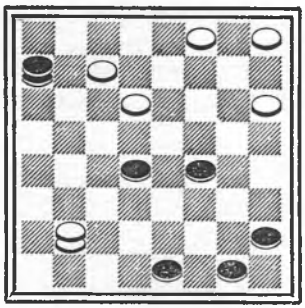
10-15	23-14	32-14	22-17	9-14	25-22
26-23-A	*5- 9	30-26-C	10-15	13- 9	15-19
*2- 6-B	14- 5	6- 9	29-25	18-15	Drawn
8-11	28-32	26-22	15-18	Wm. F. Ryan	
*14-18!	11-18	14-10	17-13	A.C., P. 107, Vol. 3	

A — Forms Figure 36 below.

B — Corrects MEC, p. 46, Note J, 2nd line at 2nd move, where 28-32 is played, leading to a powerful advantage for white.

C — Or 29-25, 6-10, 25-22, 10-15, etc., drawn — Wm. F. Ryan.

FIGURE 36

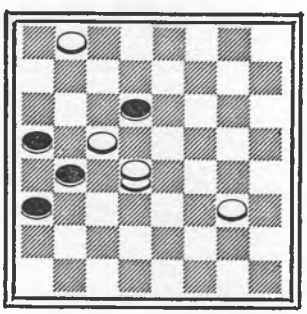


Black to play

OPENING NO. 106 11-16, 21-17, 8-11

11-16	11-16	7-10	14-17	18-22	26-31
21-17	29-25	21-17	19-15	6- 2	7-11
8-11	9-14	5- 9	10-26	7-11	31-24
17-14	25-21	17-13	31-13	2- 7	11-15
10-17	14-17	10-14-2	3- 7	22-26	19-23
22-13	21-14	13- 6	18-14	7- 3	28-19
4- 8	6- 9	1-10	11-15	11-15	Forms
24-19	13- 6	26-22	13- 9	14- 9	Figure
16-20-1	2-25	8-11	15-18	15-19	50
25-22	30-21	22-18	9- 6	3- 7	

FIGURE 37



Black to play

20-24-A	11-15	26-31	32-23	27-24	12-16
15-11	23-26	18-22	31-27	19-15	Drawn
16-20	15-18	24-27	22-18	WCP Problem No.926	

A — Corrects MEC, p. 224, Note K, 5th line, where 23-26 is played to a white win.

VARIATION 1

9-14-A	22-17	16-23	27-18	11-16	17-14
25-22	6-10	11- 8	19-23	21-17	26-30
16-20	26-22	7-11	18-14	15-19	14- 9
29-25	11-15	8- 4	10-15	22-18	30-26
11-16	23-18	12-16	14- 9	23-26	9- 6
25-21	14-23	31-27	5-14	30-23	2- 9
8-11	27-11	16-19	17-10	19-26	13- 6

and 16-19, drawn — Victor Davis.

A — In MEC, p. 224, Note F, Ryan states that a draw by any other move than 16-20 would be difficult to prove. But here Mr. Davis established a sound draw by 9-14.

VARIATION 2

1- 6-A	28-24	7-10	31-26	14-18	5- 1
26-22	10-14	32-28	10-14	23- 5	Drawn
3- 7	22-18	14-17	18-15	16-32	

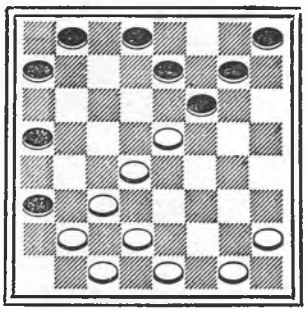
Basil Case in Hall's Three-Move Manuscript

A — In MEC, p. 224, Note K, 2nd line at 5th move, Ryan gives 10-14 at this point and white wins. But 10-14 is shown to draw in Trunk of this work, although this 1-6 seems superior — Editor.

OPENING NO. 113 11-16, 22-18, 7-11

11-16	3- 7	12-19	9-13	10-17	Forms
22-18	29-25	24-15	17-14	24-15	Figure
7-11	16-19	10-19	6-10	17-21	38
25-22	23-16	1-21-17-2	27-24		

FIGURE 38



White to play

32-27-A-B	6-10	27-24-D	4- 8	26-22	*9-14
11-16	15- 6	*16-20-E	28-19	17-26	7- 2
18-14	1-17	24-19-F	7-11	31-15	*14-18
2- 6	18-14	20-24	14-10	*5- 9	2- 7
22-18	*8-12-C	19-15	11-18	10- 7	Drawn

Victor Davis — ECB Game 4127

A — MEC, p. 213, Note H states, "If white tries 32-27 in place of 31-27, then black can reply 11-16 in perfect safety with a good game in store." The following figures by Victor Davis indicates a narrow draw with numerous pitfalls.

B — 28-24, 2-6 (loses! The 3 for 2 shot via 13-17, 22-13, 5-9, 13-6, 1-28, is correct play for a draw), 24-19 (instead of 32-28 as given in MEC by Ryan), 5-9, 32-27, 7-10, 27-23, 10-14, 31-27, 14-17, 18-14, white wins — Basil Case.

C — 8-11, 28-24, 16-20 (11-15, 24-19, W. W. Or 4-8, 24-20, 16-19, 26-22, W.W.), 24-19, 4-8, 27-24, 20-27, 31-24, 8-12, 24-20, 12-16, 19-12, 11-15, 25-22, 7-11, *14-10, 5-9, 10-6, 9-14, 6-2, 14-18, *2-6, 18-25, 6-10, white wins — Walter Hellman in Elam's Checker Board Game 4127.

D — 28-24 draws.

E — 4-8, 24-20, 16-19, 31-27, 8-11, 25-22, 11-15, 20-16, white wins.

F — 31-27, 4-8, 24-19, 8-11, 26-23, 11-16, 19-15, 17-22, 25-18, 21-25, 30-21, 16-19, drawn — George Bass in ECB Game 4139.

VARIATION 1

18-15	32-27	23-16	31-27	19-15	11- 7
11-18	1- 5-C	12-19	14-18	13-17	4- 8
22-15	24-20	15-11	27-24	30-26	7- 2
9-14	9-13	7-16	19-23	2- 6	White
27-24-A	27-23	20-11	26-19	15-10	wins.
5- 9-B	8-12	6- 9	9-14	6-15	

A — Varies from 25-22 or 15-11 as suggested by Willie Ryan in MEC, p. 211, Trunk at D and introduced by George Bass in WCP Game 1060, Var. 1.

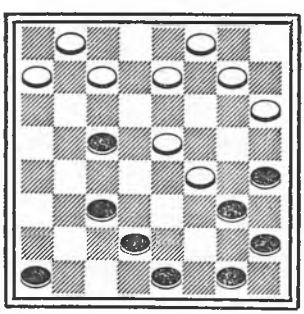
B — I believe 14-18 will draw here — George Bass.

C — 9-13, 24-20, 14-18 looks O.K. — George Bass.

VARIATION 2

22-17	17-14	27-23	23-16	12-19	31-27
9-13	6- 9	8-12		Forms Figure 39	

FIGURE 39



Black to play

13-17-A	11-15	9-25	7-16	1- 6	or
25-22-B	18-11	21-14	30-21	27-24	27-23

Drawn — Robert Martin in ECB Game 4034

A — Suggested by Robert Martin as superior to 1-6 given in MEC, p. 218, Var. 9, Note B, 3rd line.

B — Or 26-22 or 14-10.

OPENING NO. 116 11-16, 22-18, 16-20

11-16	25-22	15-24	25-21-A	22-26	6-10
22-18	11-15	28-19	2- 6-1-2	23-19	16-19
16-20	29-25	4- 8	21-17	16-23	30-26
18-14	6- 9	31-26	9-13	27-18	31-22
10-17	26-23	8-11	19-15	26-31	14- 9
21-14	9-18	22-18	13-22	2- 6	5-14
9-18	23-14	11-16	15-10	12-16	10-26
23-14	1- 6	26-23	6-15	18-15	20-24
8-11	24-19	6- 9	18- 2	3- 8	26-31

White wins — Wood's Checker Player Game 1165

A — This move and the play following was given in Warren's to correct MEC, p. 232, Var. 3 at 8th move, where 25-22 was given to a draw. But Note B of Var. 2 shows both a correction of Warren's and Kear's Ency. reestablishing the draw. The position at this stage is the famous "Spider Web", long thought to be a win for white and is diagrammed on page 83 of the Jan.-Feb., 1953 British Draughts Journal as No. 38 by Ben Boland.

VARIATION 1

7-10	2-11	16-19	9-13	24-28	28-32
14- 7	21-17	30-26	7- 3	11-16	18-14
3-10	16-23	20-24-A	11-16	19-24	32-27
18-14	27-18	14-10	3- 7	26-22	23-19
9-13-3	12-16	5- 9	16-20	24-27	White
23- 7	17-14	10- 7	7-11	32-23	wins.

Wood's Checker Player Game 1165, Var. 1

A — 19-24, 14-10, 24-27-(B), 32-23, 20-24-(C), 23-19, 24-27, 26-22, 27-31, 10-7, white wins.

B — (Off A) 5-9 runs back into Variation 1.

C — (Off A) 11-16, 18-14, 20-24, 26-22, 24-27, 22-18, 27-31, 14-9, white wins.

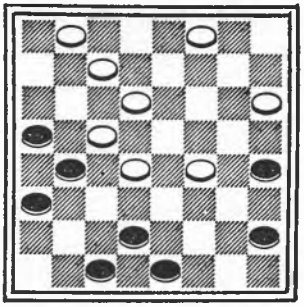
VARIATION 2

9-13	2-18	12-16	5- 9	7-10	18-15
18-15-A	23-14	14-10	10- 6	1- 5	White
7-10-B	16-23	16-19	3- 7	10-14	wins.
15- 6	27-18	30-26	6- 1	WCP Game 1165, Note K	

A — Forms Figure 40.

B — 13-17 is correct for the draw as shown by Ben Boland and A. J. Mantell in the British Draughts Journal, Jan.-Feb., 1953, p. 83. Continue under

FIGURE 40



Black to play and draw

13-17	27- 9	*19-23	5- 1	7-10	10-15
23-18-C	17-22	1- 6	2- 7	14- 7	24-27
16-23	15-10-D	22-26	10-14	3-10	Drawn
14-10	12-16	6-10	26-22	9- 6	Ben
7-14	10- 6	26-31	1- 6	10-14	Boland
18- 9	16-19	9- 5-E	20-24	6-10	Sept.,
5-14	6- 1	31-26	6- 9	22-17	1947.

C — (Off B) 30-25, 7-10, 14-7, 2-18, 21-14, 3-7, drawn.

D — (Off B) 9-5, 12-16, 5-1, 16-19, 1-5, *19-23, 15-10, 22-26, 10-6, 2-9, 5-14, 26-31, 21-17, 31-27, 17-13, 27-24, 13-9, 24-19, 14-17, 3-8, 17-22, 8-12, 9-6, 20-24, 22-26, 24-27, 26-31, 19-24, 31-26, 24-19, drawn — A. J. Mantell, WCP, Dec., 1945.

E — (Off B) 21-17, 23-27, 32-23, 31-26, 23-19, 2-7, drawn — Boland.

VARIATION 3 (Off Var. 1)

10-17	18-15	5- 9	11- 7	26-31	19-24
21-14	6- 9	1- 6	24-27	10-14	26-22
9-18	14-10	9-13	7- 2	31-26	24-27
23-14	9-14	6-10	27-31	11-15	22-18
16-23	10- 6	18-23	2- 7	26-31	14-10
27-18	14-18	15-11	31-26	15-19	White
2- 6	6- 1	20-24	7-11	31-26	wins.

Wood's Checker Player Game 1165, Var. 2

FINIS